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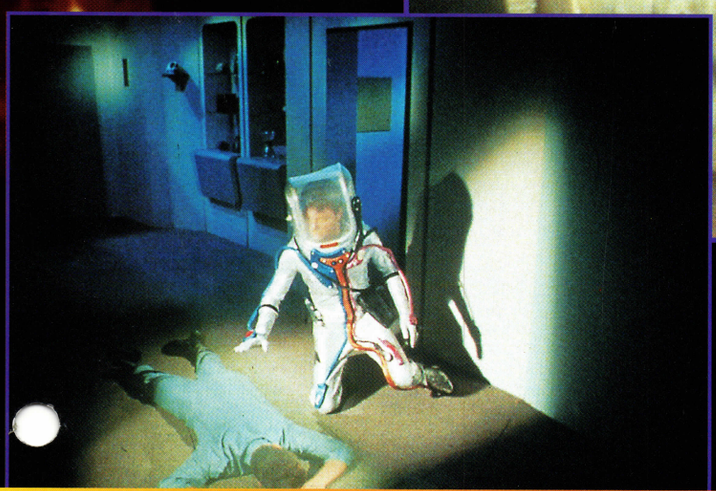

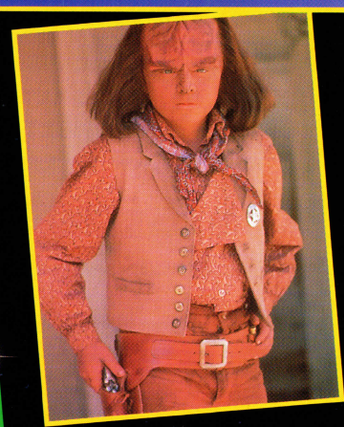

Janeway Off-Duty
Holodeck adventures

The House of Mogh
Worf and Kurn dishonored

Soren: Genderless Pilot
Forbidden romance with Riker

Alexander Rozhenko
On the U.S.S. ENTERPRISE

Meet the Tamarians
... Metaphorically speaking

The U.S.S. DEFIANT NCC-1764
A Federation starship suspended in space

ISSN 1364-3983

THE OFFICIAL STAR TREK® FACT FILES

STAR TREK

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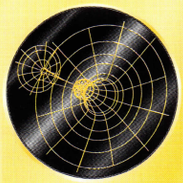
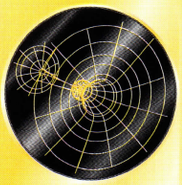


SPACE PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 4

BLACK HOLES



SPACE PHENOMENA

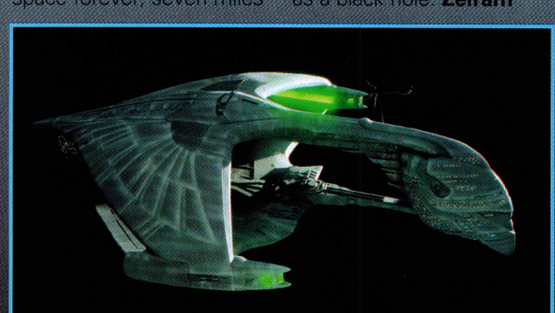
Black holes are among the strangest phenomena in the universe. Their colossal gravitational forces make them impossible to escape from, presenting great danger as well as unusual opportunities for brave starship crews.

When U.S.S. VOYAGER becomes trapped in a black hole, a shuttle must penetrate the phenomenon further to gather data.

The black hole is one of the most bizarre and mysterious of all the space phenomena found in the universe. It is an incredibly dense ball of matter that possesses such a large gravitational field that nothing straying too close can escape from it. Only now is **Starfleet** coming to realize the variety of secondary phenomena that can be associated with black holes; they can be used as portals to other dimensions, and in a few rare cases provide habitats for alien life forms.

Escape velocity

Every celestial object has a gravitational field. This means that to escape from its gravitational pull, a starship must accelerate away from the surface with enough speed to overcome the force of gravity pulling it back. In the case of Earth, any craft that can reach a speed of seven miles per second will escape into space forever; seven miles per second is therefore referred to as the planet's escape velocity. Stars have much larger gravitational fields, requiring spacecraft to attain a much larger escape velocity. In 1795, the mathematician Pierre-Simon Leplace wondered what would happen if a star were so massive that it had an escape velocity equal to the speed of light. In such a case, the light the star produced would not be able to escape from its surface, and so the star would appear to be completely dark. The concept was termed a black sun. Early in the 20th century, Albert Einstein realized that nothing can travel faster than the velocity of light, and so nothing could ever escape from a black sun. Einstein went on to develop his General Theory of Relativity, in which the concept of a black sun was further developed and refined into what became known, in his time, as a black hole. **Zefram**



The power of a black hole can be harnessed by technology. For example, ROMULAN WARBIRDS run on artificial quantum singularities.

Normal stars deform space to a small degree, but only black holes mutate it so much that it becomes a bottomless pit from which escape is utterly impossible.

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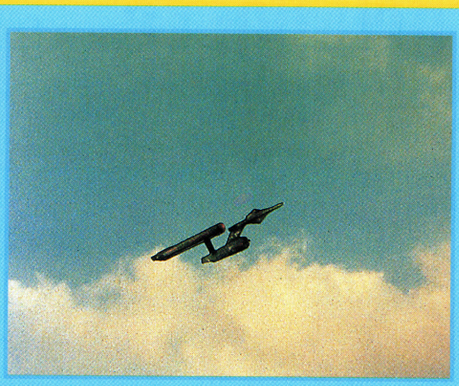
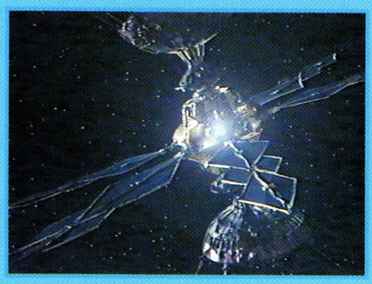
BLACK HOLES

SPACE PHENOMENA

This 'black cluster' of black holes is a dangerous place for starships. There is no escape for a vessel caught within their gravitational pull.

The U.S.S. ENTERPRISE is hurled backward in time to the 20th century when it collides with a black star.





The power of quantum singularities was harvested by an ancient civilization for use in their network of communication relay stations. These relays have since been appropriated by the Hirogen.

Cochrane's development of warp propulsion in the 21st century used **subspace** technology to circumnavigate the velocity restrictions Einstein had theorized.

How black holes work

If the Earth could be squeezed into a tiny sphere of about the diameter of a small coin, its density would be sufficient for its escape velocity to surpass the speed of light. It would then become a black hole. A way of thinking about a black hole that does not include the concept of escape velocity is to imagine what it does to the **spacetime continuum**. Spacetime can be thought of as an imaginary rubber sheet, supporting all of the celestial objects – whose mass deforms the rubber sheet, creating gravitational wells. The energy needed to escape a gravitational well depends on how steeply the rubber sheet is curved – and a black hole curves space into a tiny bottleneck that spirals infinitely down. It was once thought that black holes might be corridors to other parts of the universe, but these ideas are no longer seriously considered.

There are three different types of black holes, all created in different ways. The most common is the heart of a dead star. Any star with a mass eight times greater than the Earth's sun will end its life in the cataclysmic explosion of a supernova. A supernova begins to occur when the heart of a massive star becomes inert and collapses under its own weight, often leading to a black hole. The second type are the tiny, primordial black holes that were created in the first 10 to 35 seconds after the 'Big Bang.' They are much smaller than stellar black holes, and can still be found in relative abundance. One hundred thousand years ago, an unknown race of beings harvested some of these black holes and used them as power sources for a network of relay stations that cover almost half the Galaxy. The ***U.S.S. Voyager NCC-74656*** discovers one of these relay stations, which uses a one-centimeter **quantum singularity** – a term used to describe a very small black hole – to generate four terawatts of power. In one minute, the relay extracts as much energy as a typical star gives out in a year.

The final type of black hole is incredibly massive; some are in excess of one billion times the mass of Earth's sun. These form naturally at the center of most galaxies. Starfleet ships avoid the center of the Milky Way Galaxy, as a black hole of this type is widely believed to be located there.

The event horizon

There is a specific anatomy to a black hole. The event horizon is a spherical surface that marks the point beyond which it is impossible to escape from its gravitational pull, unless subspace techniques are used.

In 2371, the *U.S.S. Voyager* is caught within the event horizon of a **type-4** quantum singularity. The gravimetric fluctuations and spatial distortions in this region of space affect the crew with headaches, muscle spasms, and dizziness. *Voyager* escapes by flooding the surrounding space first with warp particles and then with **dekyon particles**, lighting up the event horizon and highlighting the fracture caused when they entered. At the very heart of the spherical event horizon is the singularity itself. This is a point of infinite density, but has minimal spatial dimensions, a place where the laws of physics break down. A starship that encounters a singularity will be crushed instantly.

Most black holes rotate because the stars that formed them were rotating, and a rotating black hole drags the spacetime continuum just outside the event horizon around with it. This spinning, twisting motion produces large spatial distortions, and is responsible for the gravimetric fluctuations that are felt in the vicinity of black holes. The affected region is known as the ergosphere. In 2266, the ***U.S.S. Enterprise NCC-1701*** collides unexpectedly with a black star and is thrown backward in time to the 20th century. An analysis of the accident leads to the discovery of the so-called '**slingshot maneuver**,' in which a starship flies into the heart of a star's gravitational field, just skimming the surface. This is highly dangerous, but under appropriate conditions this procedure permits the vessel to enter a time warp. Starfleet is thus able to begin a new kind of exploration, charting time as well space.

GALAXY FACTS

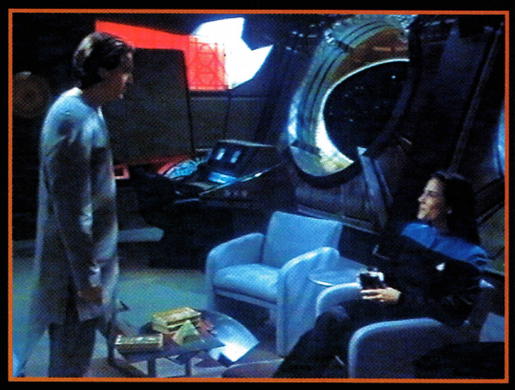
Quantum singularities can have bizarre effects on starship systems. In 2371, the *U.S.S. Voyager* EMH discovers his height decreasing by five centimeters per hour due to the ship's proximity to a black hole.

In 2369, the *U.S.S. Enterprise NCC-1701-D* encounters a life form whose young are incubated in black holes.

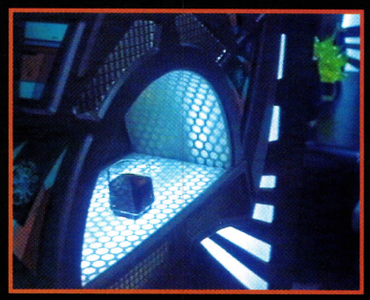
FERENGI BEVERAGE

The other Black Hole

As well as the dangerous celestial phenomenon, there is another type of Black Hole: a Ferengi beverage. It apparently received its name because of its opaque black color and, despite its pungent odor, it is a favored drink among some species. Individuals who have expressed a preference for Black Holes include the Trill Jadzia Dax and a Boslic freighter captain.



Among Jadzia Dax's many idiosyncrasies is a love for the Ferengi beverage, the Black Hole. The drink may be smell foul, but the taste is evidently a different matter.



The Ferengi proprietor of Quark's bar is sometimes called upon to prepare the intermittently popular Black Hole for his customers, including a Boslic freighter captain.

THE HOUSE OF MOGH

THE KLINGON EMPIRE

The House of Mogh has a turbulent recent history. The venerable warrior's sons are dishonored by accusations of their father's treason, then win back their position only to lose it once more.

The **House of Mogh** runs through the history of the **Klingon Empire** like a battle scar running the length of a warrior's face. At times, the Mogh family has been held up as a symbol of bravery and honor; at others, Mogh has been cast down in shame and disgrace. Nevertheless, the honorable actions of the Sons of Mogh have influenced the course of Klingon history on more than one occasion.

Mogh was the head of a proud family and powerful house, and father of two sons, **Worf** and **Kurn**. He was an honorable Klingon warrior, loyal to the empire, and served in battle with **K'mpec**, who years later rules the **Klingon High Council**.

Conspirator

In 2346, Mogh began to suspect that a political rival, **Ja'rod**, was conspiring with the **Romulans**. He followed Ja'rod to the **Khitomer outpost** to expose him, but was too late. Ja'rod used his security codes to allow the Romulans to attack Khitomer, killing some 4000 Klingon warriors, including Mogh and Ja'rod himself.

Mogh's eldest son, Worf, was just six years old at the time of the massacre. The **Federation** starship ***U.S.S. Intrepid NCC-1631*** was among the first to respond to the outpost's distress calls, and the *Intrepid*'s **Chief Petty Officer Sergey Rozhenko** adopted the orphaned Klingon child.

Mogh's youngest son, Kurn, was only a year old at the time, and had been left on the homeworld in the care of a family friend, **Lorgh**. Believing that Kurn had lost all of his family, Lorgh raised the infant as his own son. Kurn was told of his true bloodline only when he reached the **Age of Ascension**. Far away in the **Alpha Quadrant**, Worf was raised among humans and eventually joined **Starfleet**, where he serves with distinction.

Twenty years after the **Khitomer massacre**, Mogh's name is just a memory of a Klingon warrior who died in battle. But in 2366, examination of the records of a Romulan ship captured by Klingon warriors reveals that a Klingon traitor sent access codes to the Romulans at Khitomer, allowing the Romulans to lower the outpost's defense shields.

Worf faces disgrace when his father is accused of supplying Romulan forces with Klingon defense codes, leading to the deaths of thousands.

The high council knows that the access codes belonged to Ja'rod, but the traitor's son, **Duras**, is now a powerful member of the council. Exposing his father as a traitor risks plunging the empire into civil war. To avoid this, Chancellor K'mpec allows the treachery to be blamed on Mogh.

Kurn, now a commander in the **Klingon Defense Force**, cannot allow his father to be disgraced, and calls upon Worf, the eldest son, to challenge the ruling of the council. K'mpec urges Worf to drop his challenge, to forget about honor and return to Starfleet – more than honor is at stake here. Citing the good of the empire, Worf therefore chooses to accept discommendation, effectively admitting his father's guilt and accepting a shame that will pass for seven generations. Both Worf and Kurn realize that the fight to restore honor to the House of Mogh must wait for another day and Kurn, whose true bloodline remains hidden, is forced to stand with the council as they strip Worf of his honor.

Worf's support for Gowron's bid to become leader of the High Council leads to his reinstatement as an honorable member of a noble house.

Restoration

Worf begins laying the foundation for restoring his family's honor in 2367, during the struggle fought between Duras and **Gowron** for the leadership of the high council. The long-ruling K'mpec knows he is dying of slow poison, and that either Duras or

ABSENT FATHER

Survival rumors

In 2369, Worf is provided with information suggesting that his father is alive in a secret Romulan prison camp, having been detained there for 23 years along with other survivors of Khitomer. Worf discovers that the camp is in the Carraya system, but his father is not one of the inhabitants. He nevertheless inspires some of the younger Klingons to leave the peaceful society the inmates have formed with their Romulan captors and rejoin the Klingon Empire.

Worf discovers many Klingons in the camp, but his father, Mogh, is sadly not among them. He did not survive the Khitomer massacre.

Worf learns that it is possible that his father may still be alive in a secret prison camp for the Klingons captured during the Khitomer massacre.

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THE KLINGON EMPIRE

THE HOUSE OF MOGH

THE KLINGON EMPIRE

Sons of Mogh

MOGH

Mogh's eldest son, Worf, was only six years old when his father was killed in the massacre at Khitomer, and was adopted by members of Starfleet involved in clearing up the mess. Kurn was only a year old at the time and knew nothing of his father or brother, until he reached the Age of Ascension. Since the brothers have been reunited, the family's name has risen and fallen.

WORF

Worf, Son of Mogh, was adopted by humans at the age of six, and has served Starfleet with distinction for many years. In some ways, it is his way of returning the favor.

KURN

Kurn is now known as Rodek, Son of Noggra. Worf gives Dr. Bashir permission to provide his brother with new memory engrams, so he will no longer remember the shame of his true family.

Kahlest acted as Ghojmok, or nanny, to Worf on the Khitomer outpost before the Romulan attack killed Mogh. Until 2366, she thought Worf dead.

KAHLEST

Gowron is responsible. He asks **Captain Jean-Luc Picard** of the ***U.S.S. Enterprise NCC-1701-D*** to be the next **Arbiter of Succession**, as no Klingon can be trusted.

Act of revenge

Captain Picard prolongs the ceremony to buy time, and the Federation special emissary to the Klingons, **K'Ehleyr**, uncovers proof that Duras is K'mpec's murderer; like his father, he conspires with Romulans. To hide his crimes, Duras kills K'Ehleyr, not realizing that she is the mother of Worf's son, **Alexander**. Worf claims the Klingon right of vengeance, and kills Duras in single combat.

The death of Duras has far-reaching political implications. The most obvious is the succession of Gowron to the chancellorship; however, he now faces an empire on the verge of civil war. The death of Duras also removes one of the most powerful opponents to the clearing of the Mogh family name.

The sisters of Duras, **Lursa** and **B'Etor**, then mount a challenge to Gowron's claim in open council and in battle. Worf urges Kurn to join him in his support for Gowron when he can secure the restoration of the House of Mogh in return. Kurn and his followers lend valuable military support to Gowron, and once it is revealed that the Duras family and their supporters are being supplied by the Romulans, they are exposed as traitors and face defeat.

Gowron restores the Mogh family honor, and reverses Worf's personal discommendation. Kurn accepts a position on the Klingon High Council as a Son of Mogh.

The House of Mogh enjoys good standing with the Klingon Empire for only a few short years. In 2372, Gowron suspects that a civilian overthrow of the **Detapa council** on **Cardassia** is the work of the **Gamma Quadrant Dominion**. Gowron asks Worf to join a massive invasion force bound for Cardassia, but the Son of Mogh refuses, as there is no proof of Dominion involvement.

The end of honor

In retaliation, Gowron strips the House of Mogh of its lands, titles, and honor once again. The **Khitomer Accords** are also severed because of the similar stand taken by the Federation.

Worf's actions this time affect Kurn, who not only loses his position on the High Council, but like Worf, is forbidden to set foot in Klingon territory. Later that year, the pariah travels to the Federation station ***Deep Space Nine***, where Worf is stationed; claiming he is "already dead," he asks Worf to assist him in **Mauk-to'Vor**, a ritual suicide that will restore his honor. Worf is interrupted in his attempt to fulfill his brother's wish, but Kurn's desire to die remains. Worf instead arranges for Kurn's appearance to be altered and his memory erased, allowing his brother to start a new life as part of a new house.

The House of Mogh finally comes to an end when **General Martok** offers Worf a place in his own house in 2373; some time later, Worf's son also joins the **House of Martok**. That the steadfast and loyal warriors of the Mogh clan have been so consistently condemned and cast aside by their own remains an injustice that should diminish the honor of all Klingons.

GALAXY FACTS

Worf bonds with a young boy, Jeremy Aster, when the youngster's mother is killed on a mission under Worf's command in 2366. Jeremy is later sent to Earth to live with his aunt and uncle, and shows no intention so far of joining the House of Martok.

THE HOUSE OF MARTOK

A new house

After Worf reinspires him in his role as a Klingon warrior, following his capture by the Dominion, General Martok – former leader of the assault on the Cardassians and then commander of the Klingon forces stationed at *Deep Space Nine* – offers the Starfleet officer a place in his house to rescue him from his recently renewed dishonor. Martok also extends this invitation to Worf's son, Alexander.

General Martok has led a distinguished career as a warrior, and been a constant thorn in the Dominion's side.

Sirella, Martok's wife, fiercely opposes Worf's plans to marry Jadzia Dax, and bring an alien into her house.

Alexander, son of Worf, is now a young adult Klingon, if not a typical warrior. He is accepted into the House of Mogh alongside his father.

OTHER GROUPS AND RACES

THE TAMARIANS

OTHER GROUPS AND RACES

The technologically advanced Tamarians communicate in a metaphorical language that draws on their culture's rich mythology. The complexities of their speech and behavioral codes have long baffled the Federation, but the Tamarians still attempt to be understood by other races.

The **Tamarians**, a race also known as **The Children of Tama**, are often considered to be an isolationist people. Rather than being a deliberate stance, however, this may be due to the difficulties they have communicating with other races: their unique and distinctive language baffles the **universal translator**.

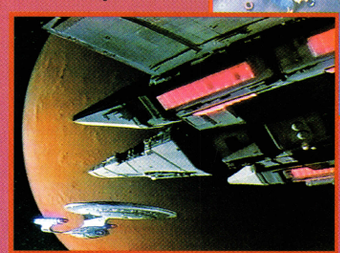
Encounters between the Tamarians and the **United Federation of Planets** have occurred seven times over the past century. Each meeting passed without incident, but the problems with communication mean that formal relations have never been established. **Captain Silvestri** of the ***Shiku Maru***, for example, declared the Tamarians "incomprehensible."

It's good to talk

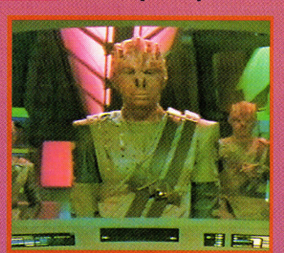
In 2368 the Tamarians, frustrated by their failure to make themselves understood, transmit a **subspace** signal toward Federation space. This is a standard mathematical progression that does not carry a verbal message; it is purely an attempt to show they would like to communicate. A continuous signal is sent for four weeks while a ***Tamarian Vessel*** orbits **El-Adrel IV**, a **Class-M** planet located halfway between Federation space and Tamarian territory. Most of what is now known about the Tamarians is learned as a result of this effort.

The *Tamarian Vessel* that orbits El-Adrel IV is

The general appearance of the Tamarians is faintly reptilian. They appear to be hairless and are stockier than the average human.



A TAMARIAN VESSEL can easily match the performance of a GALAXY-class Federation ship. The formidable vessels are armed with plasma reactors and other powerful weapons.



The bridge crew of a TAMARIAN VESSEL consists of four officers, led by the ship's captain.

TWO CAPTAINS

Picard and Dathon at El-Adrel

The universal translator on the *U.S.S. Enterprise NCC-1701-D* cannot make sense of the Tamarian tongue. Frustrated by his people's inability to communicate, Captain Dathon beams himself and Jean-Luc Picard down to the planet El-Adrel IV. He wants to work with Picard to defeat an invisible energy creature, thereby reenacting the ancient Tamarian myth of Darmok and Jalad, in which two hunters united to defeat a common foe. In reply, Picard recounts the Earth legend of Gilgamesh and Enkidu. Sadly, Dathon is wounded during a skirmish with the creature they are hunting, and dies in his new ally's arms.

Picard tries to give Dathon his knife back, but the enigmatic Tamarian seems keen for him to keep hold of it.

Picard eventually grasps that the Tamarians use mytho-historical metaphors to communicate. The two captains team up to fight a fierce predator, just as Darmok and Jalad did many centuries before.

Designation	Tama
Class	Unknown
Quadrant	Alpha
Inhabitants	Humanoid
Language	The Tamarian language is a mixture of myth and metaphor that is virtually impossible to translate.
Appearance	The reptilian race has a ridged forehead, flattened ears, and flared nostrils.
Technology	Tamarians are a technologically advanced race. Their starships are equipped with plasma weapons, effective defensive shielding, and sophisticated transporters.
Starship log	STAR TREK: THE NEXT GENERATION 'Darmok'

OTHER CARDS IN THIS FILE...

12 THE BREEN
58 THE SKRREEA
117 THE TAK TAK

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATION .....File 69

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THE TAMARIANS

GALAXY FACTS

- **Inspired by his encounter with Dathon, Picard returns to the *U.S.S. Enterprise* and familiarizes himself with Earth's ancient mythology.**
- **Tamarian thumbs end in a feature that resembles a suction cup.**

an advanced ship that is equipped with strong defensive shields capable of withstanding direct **phaser** fire without apparent damage. Its weaponry is extremely accurate; onboard plasma reactors are attenuated to emit a single phaser pulse that can knock out shuttlecraft thrusters without doing any other damage to the vessel. Luckily, the race is more interested in friendly engagements than conflict.

The Tamarian race employs sophisticated **transporter** technology, and possess the ability to create a particle scattering field in a planet's atmosphere that makes it impossible for enemy ships to beam personnel to and from a planet's surface. This field also gives rise to a hyperionization layer that disrupts virtually all EM and subspace carriers. The only way to knock out the particle beam emitter is to simultaneously hit six different targets on the Tamarian ship's hull.

Starship crews

The Tamarian bridge crew consists of up to four officers, including the captain and his first officer, who all dress in military-style uniforms covered with insignia. A dagger worn across the chest is often used in ceremonial rituals: one such consists of touching the blade with the index finger and then bringing that finger to the forehead. Holding and honoring the dagger of a deceased Tamarian is a sign of great respect. Ornaments are attached to the front of the tunic, and these are also used in rituals. For instance, a Tamarian will sometimes crouch on his haunches and remove each of the five ornaments, carefully placing them around him on the ground. Once he is satisfied with their placement, he will choose one or more of the objects and drop them on the ground, touching his forehead after each move.

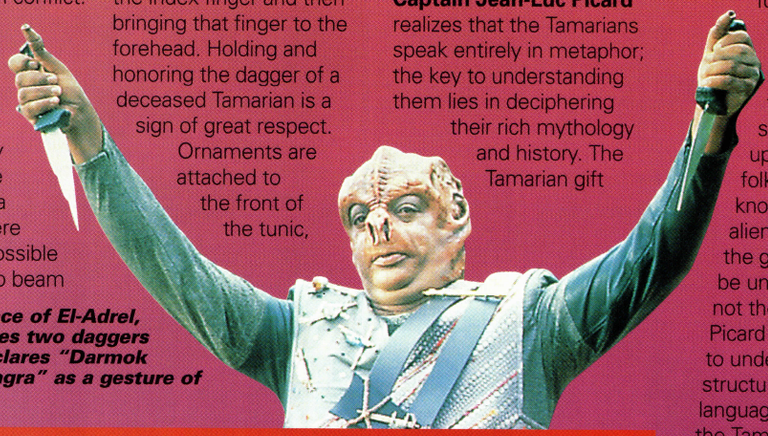
Resourceful race

The Tamarian people's efforts to establish formal communications are answered by the ***U.S.S. Enterprise NCC-1701-D***, and the **Starfleet** vessel joins the Tamarian ship at El-Adrel IV. Initial exchanges prove unsuccessful until **Captain Jean-Luc Picard** realizes that the Tamarians speak entirely in metaphor; the key to understanding them lies in deciphering their rich mythology and history. The Tamarian gift for abstraction is highly unusual; their language draws from the thousands of stories that make up their culture's folklore. Without a knowledge of this alien mythology, the grammar can be understood, but not the vocabulary. Picard gradually begins to understand the structure of the language when **Dathon**, the Tamarian captain, beams himself and the Starfleet captain down to El-Adrel IV in order to reenact the story of '**Darmok and Jalad at Tanagra**,' in which the hunter Darmok of **Kanza** meets another hunter, Jalad of the **Kituay**, on Tanagra, an island on **Shantil III**. Through their enforced alliance to battle the fierce **Beast at Tanagra**, the two men come to understand one another. Dathon proves highly resourceful when placed in the primitive environment of the El-Adrel surface. In the rocky scrub setting he builds a fire and is capable of defending himself from a predatory creature with just a knife, but little is known about how, or if, this relates to the way of life on the Tamarian homeworld. Unfortunately, Dathon is mortally wounded by a predatory electromagnetic creature before Picard has learned to understand his intentions completely.

In touch at last

Dathon's efforts have nonetheless led to an important advancement in the understanding between the two races. Once Picard is rescued by his crew, he is able to prevent an imminent battle between the Tamarian ship and the *Enterprise* by displaying Dathon's knife to the fallen captain's first officer, thus acknowledging the sacrifice the brave Tamarian made in his efforts to further communication between the two races. In so doing, Jean-Luc Picard takes his place in a new Tamarian myth: '**Picard and Dathon at El-Adrel**.' It promises to become one of their most famous legends.

Little is known about conditions on Tama, but Dathon is much more resourceful than most Starfleet officers at surviving in a primitive environment.



On the surface of El-Adrel, Darmok raises two daggers in the air and declares "Darmok and Jalad at Tanagra" as a gesture of peace.

MIND YOUR LANGUAGE

Lost in the translation

The universal translator may be an invaluable aid to interspecies communication, but some spoken and gestural languages stymie even this sophisticated device. At a minimum, the translator needs a broad sample of a race's syntax and grammatical preferences before it can convert brainwave patterns into recognizable communication.

Deaf Federation mediator Riva must communicate using sign language after the loss of his interpretive Chorus.

The universal translator initially cannot cope with the odd language spoken by Haneek and her fellow Skrreeans.

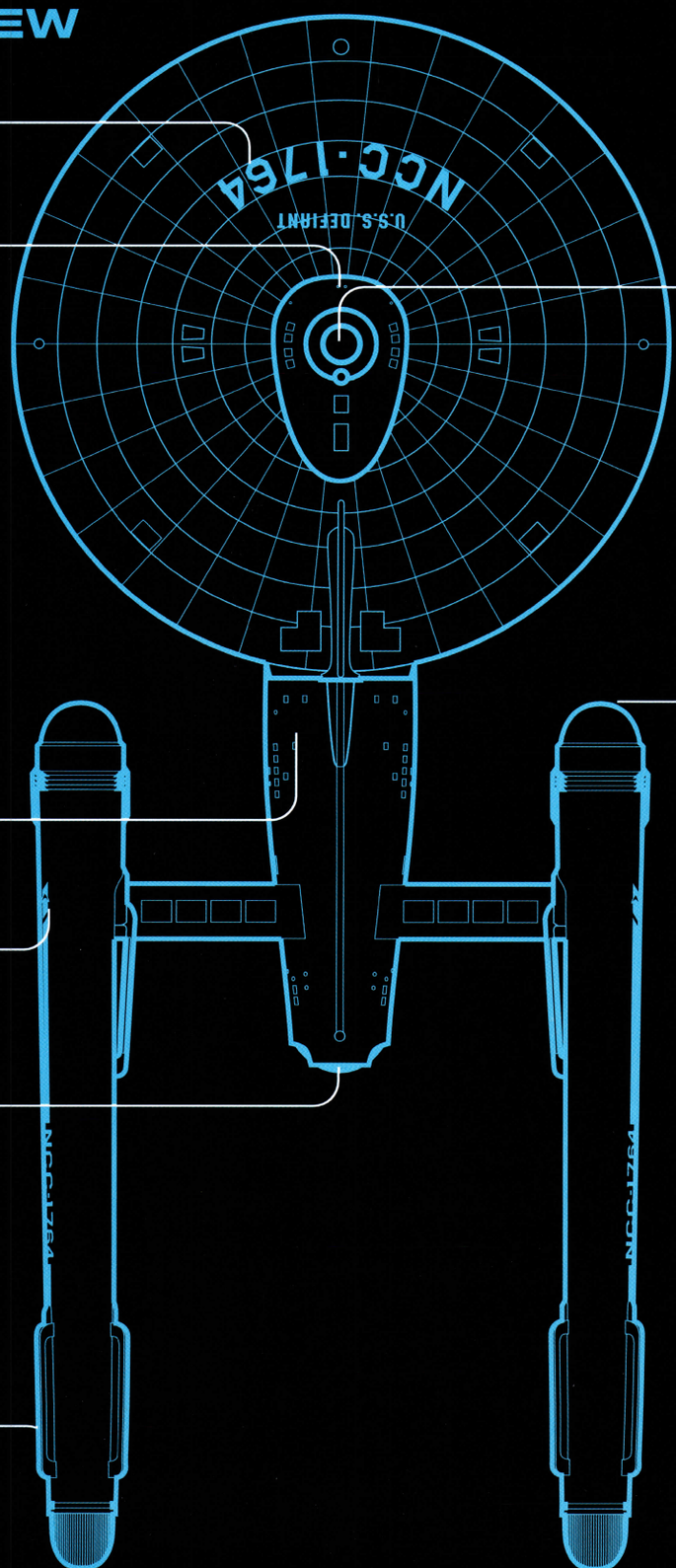
The Tak Tak, an extremely formal humanoid race from the Delta Quadrant, use ritualistic body language and gestures to communicate with other species.

TYPE:	REGISTRATION No:
CONSTITUTION-CLASS STARSHIP	NCC-1764

NAME:

U.S.S. DEFIANT

DORSAL VIEW



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FILE 31 OTHER FEDERATION STARSHIPS

TYPE:
CONSTITUTION-CLASS STARSHIP

REGISTRATION No:
NCC-1764

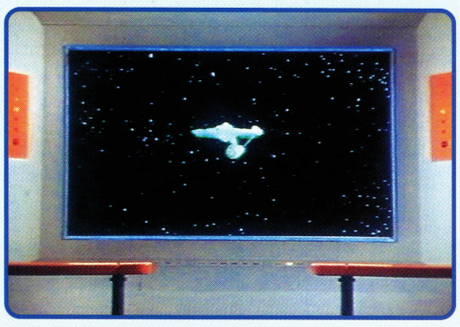
NAME:

U.S.S. DEFIANT

The *U.S.S. Defiant NCC-1764* is the first ever Federation starship to suffer a mutiny – a grisly fact discovered by the *U.S.S. Enterprise NCC-1701* crew. The mystery is compounded when the ship and its dead crew appear to be phasing in and out of their home universe.

On **Stardate 5693**, the first ever incident of mutiny is recorded on board a **Federation** starship. The vessel is the ***U.S.S. Defiant NCC-1764***, a ***Constitution***-class ship which was reported missing three weeks previously. The *Defiant* was an exploratory vessel, its primary mission to seek out and explore new worlds and races. In the 23rd century, the boundaries of the Federation are expanding every day as new sectors of space are mapped for the first time, and one of these frontiers is near the region controlled by the reclusive and fiercely territorial race known as the **Tholians**.

The crew of the doomed ***Constitution***-class *Defiant* were apparently gripped by a violent insanity, turning on each other in frenzied fits of murderous fury. The *Defiant*'s captain died on the bridge in his command chair, a **phaser** in one hand and the other clenched in a fist around the hair of a junior officer. His neck has been broken by this dead crewman, whose hands remain locked in death around the captain's throat. The cause of this mass insanity was not established by the *Defiant*'s chief medical officer, perhaps indicating the rapidity with which it spread through the entire crew.



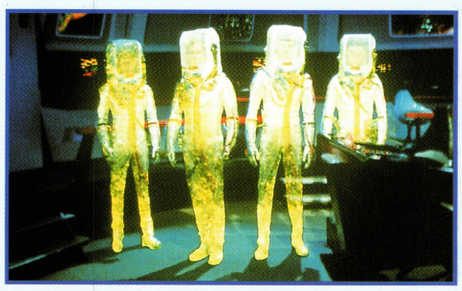
The DEFIANT is trapped in a bizarre spacetime phenomenon known as a spatial interphase. Here it is in normal space, but the shimmering effect is indicative of its instability.

It is later discovered by **Dr. Leonard McCoy**, chief medical officer of the ***U.S.S. Enterprise NCC-1701*** that the mutiny on board the *Defiant* was a deadly effect of the weak fabric of the spatial region in which the ship was lost – the molecular structure of the crew's brain tissue and central nervous systems were distorted by the strange interphasic space in which they had become trapped. The official report on the fate of the *U.S.S. Defiant* lists the starship as simply 'missing in action.' The coordinates where the vessel was last reported are documented, but further attempts at recovery are never pursued; the *Defiant* is lost inside another universe.

Spatial interphase

The tragic ship is caught up in a **spatial interphase**, a spacetime phenomenon in which two or more dimensional phases briefly connect and overlap, often with disastrous results. The universe of the Federation coexists with many other universes all sharing the same area of physical space. Occasionally, at points where the fabric of space is weak, an area of space from one universe breaks through the dimensional boundaries and overlaps the space of another. The dimensional structures of the universes overlapping at the *Defiant*'s location are totally different. The starship is lost between the two dimensions for several hours, appearing in its own universe as a shimmering ghost ship, only half-functioning and devoid of life.

An eerie sight greets the *Enterprise*, the ship which responds to the *Defiant*'s distress signal. Arriving at the stricken ship's last known coordinates, the *Enterprise* crew find what appears to be an illusion: the starship is visible on the viewscreen, but the sensors are unable to detect any life.



Kirk, Spock, McCoy, and Chekov materialize on the bridge of the U.S.S. DEFIANT, where they find the bodies of the crew locked in hand-to-hand combat.

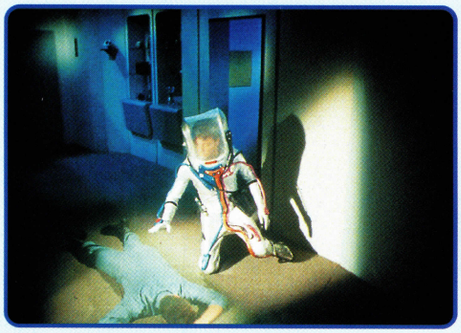
Captain James T. Kirk beams aboard the *Defiant* with a rescue team and discovers that the interior of the ship is badly damaged and everyone aboard is dead. The crew apparently killed one another in a bizarre and unexplained mutiny. Dr. McCoy visits the ship's sickbay and can initially find no clue as to how or why the crew died, but when his hand passes through a body and then a solid fixture, McCoy realizes that the entire ship is "dissolving."

Affecting the *Enterprise*

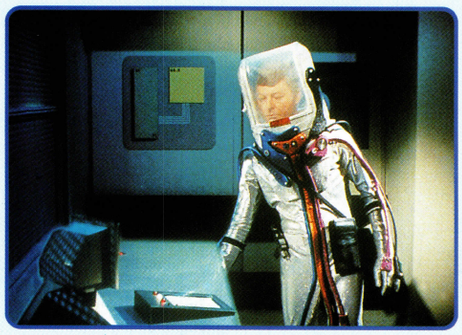
Complications arise when Captain Kirk is lost with the *Defiant* in the spatial interphase, and members of the *Enterprise* crew fall prey to the strange illness that apparently affected the *Defiant*'s crew members and made them attack their colleagues. McCoy and his staff must work round the clock to find a cure.

One possibility is to put some distance between the *Enterprise* and the *Defiant*, but any movement in the weakened space could disturb both ships' positions and jeopardize the captain's rescue. McCoy eventually derives a cure from the biochemical weapon **theragen**, and the captain is retrieved. For the *Defiant*'s crew, however, there was no such happy ending – the effects of the mental illness caused by the spatial distortions were significantly more advanced. They are long dead by the time the cure is developed.

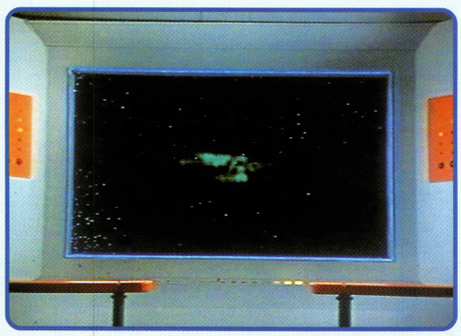
The doomed *Defiant* and its crew continue to dematerialize as the starship drifts further into the spatial interphase. It finally fades completely, lost in an alternate universe forever.



Dr. McCoy discovers that his hand passes through the body of a dead U.S.S. DEFIANT crewman.



The doctor experiences the same effect with a console; the DEFIANT is out of phase with this universe.



The DEFIANT eventually shifts out of phase completely, appearing to fade from view on the U.S.S. ENTERPRISE screen.

FILE 43 STARFLEET PERSONNEL

Janeway on the Holodeck

No member of the *U.S.S. Voyager NCC-74656* crew needs to relax more than Captain Janeway, and she often does so on the holodeck. Notable among her favorite roles are those of a governess and as the student of Leonardo da Vinci.

The pressures of commanding a **Starfleet** vessel are always heavy, but when you are stranded in a hostile quadrant 70000 light years away from home, they increase exponentially. For **Captain Kathryn Janeway**, the stress of keeping her crew together as the ***U.S.S. Voyager NCC-74656*** makes its way across the **Delta Quadrant** means there is a definite need for rest and relaxation. This she must create for herself in the **holodeck**.

Janeway is a romantic at heart. Her favorite escape during the early days of *Voyager*'s journey is the **holoprogram Janeway Lambda-1**, a Gothic romance **holonovel** set in a tempestuous England at the end of the 18th century. The captain assumes the role of **Lucille Davenport**, a woman hired as governess for the children of **Lord Burleigh**, a moody and sardonic nobleman. His children, particularly **Beatrice**, have not yet come to terms with the recent death of their beloved mother.

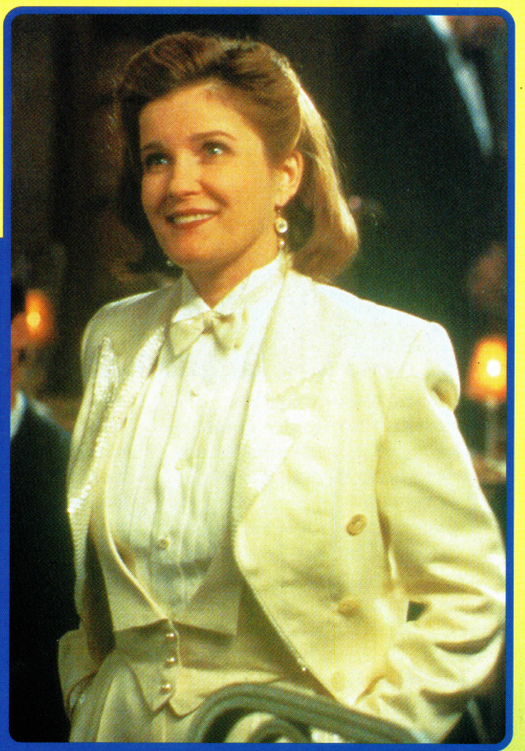
A different challenge

The children are slow to accept Lucy into their confidence, and young **Henry** openly disapproves of his father's growing romantic attachment to the new governess. To make the situation worse, the housekeeper, **Mrs. Templeton**, constantly thwarts Lucy's attempts to be accepted by the children. Templeton has been in Lord Burleigh's employ for nearly 20 years, and intends to see that the household continues to run smoothly.

Later, during a violent storm, Lucy sees a young woman's reflection behind her in the window; when

PROFILE OF A DRAMA QUEEN

AMEN: Kathryn Janeway
LIFE FORM: Human female
STATUS: Captain, ***U.S.S. Voyager NCC-74656***
HOLODECK CHARACTERS:
2371: Janeway plays governess Lucille Davenport in a Gothic mystery romance.
2373: Janeway becomes pupil and friend of Renaissance genius Leonardo da Vinci.
2375: Janeway is forced into the role of Arachnia, Queen of the Spider People, to save ***Voyager***.



Captain Janeway often uses the holodecks onboard the U.S.S. VOYAGER to get away from the stress of command. She uses a variety of holoprograms and fits in easily to any situation, even when the hostile Hirogen force her to participate in a program set in Nazi-occupied Paris.

DIFFERENT IDENTITIES

★ A new favorite

Janeway's idol and holographic mentor is Leonardo da Vinci, the ever-inventive Renaissance man

★ Leonardo

Leonardo's da Vinci grants Janeway her own bench so she can paint and sculpt in his workshop.

★ Warrior

When the Hirogen overrun VOYAGER and pressgang its crew into a grim series of hunts on the holodeck, Janeway takes on the role of a proud Klingon warrior.

★ Hostess

In a World War II scenario, the captain assumes the role of café owner Katrine.

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Janeway on the Holodeck

★ **The plot thickens**
The mystery deepens when Lucy is forbidden to venture onto the fourth floor of the mansion.

★ **Gothic romance**
Lucy faces up to her employer, Lord Burleigh, in 18th-century England.

she turns, the woman has vanished. The mystery deepens when Lord Burleigh forbids Lucy ever to enter the fourth floor of his mansion.

When *Voyager* first becomes marooned, Janeway makes many visits to the Gothic holonovel. Her role of governess in an unfamiliar and often unfriendly environment mirrors her own role as captain of a divided crew during this period, and perhaps provides an element of therapy. At some point, however, Janeway either completes or loses interest in the story, and turns to a more conversational figure who acts as something of a mentor and friend.

The location for this new role play is a large and cluttered Renaissance studio, filled with sketches and inventions in various stages of development. It is the workroom of Leonardo da Vinci, and Janeway's proposal to the master involves using a little corner of his cluttered workshop for her own projects, such as painting and sculpture. She tells da Vinci's holographic representation that "just being in your company is inspiring to me." After an initial reluctance, Leonardo grants '**Katarina**' her wish.

Renaissance peace

Sometimes, late at night, Janeway sits alone and composes her captain's log with a quill pen and vellum paper, by the light of a dozen candles and a roaring fire. To her mind, Leonardo is one of the greatest creative geniuses in Earth history, even though his endless endeavors meant he often left unfinished many potentially great works of art or engineering in his eagerness to move onto the next. On one occasion, da Vinci cannot accept the humiliation of a failed attempt to build a flying machine, and considers moving to Paris. In the event, he is moved quite a lot further when a fleet of pirate raiders beam vital equipment from the ship – including the **EMH**'s **mobile emitter** and the da Vinci character, whom it makes autonomous. The holocharacter's adventure on an alien world is shared by Janeway, and they find mutual understanding in their predicament.

Joining in the fun

Janeway sometimes shares her quiet haven with other crew members, such as **Seven of Nine**. In turn, she is known to drop into their programs, including Tom Paris's recreation of the bar **Chez Sandrine** – where the captain proves a mean pool player – **Neelix**'s Hawaiian resort, and young **Samantha Wildman**'s **Forest of Forever**. Janeway also uses the holodeck to play **velocity**.

> "Sometimes it's a good idea to get away from being a captain for a while." – Captain Kathryn Janeway

The captain makes use of the holodeck in work situations, too. She resourcefully activates the resort program to trap and destroy the **macroviruses** that infest the ship in 2373, and later the same year ingeniously writes the conclusion to the dangerous **Insurrection Alpha** holoprogram that is threatening the lives of the crew trapped within. In 2374, she and the rest of the crew are trapped in a World War II scenario when the **Hirogen** overrun the ship and use the holodeck to continue their 'hunt,' but *Voyager* is retaken with the help of some holographic **Klingons**.

Janeway's choice of holoprograms reflects in some fashion her temperament and lonely position in command of *Voyager*, as well as her interests.

★ **Governess**
In her early days on the U.S.S. VOYAGER, governess Lucille Davenport is Janeway's favorite role.

PLAYING THE PART

Arachnia, Queen of the Spider People

On one occasion when Tom Paris's Captain Proton holodeck program is running, the *U.S.S. Voyager* encounters a subspace warp, through which photonic aliens come into contact with the story's characters and become embroiled in a war with galactic supervillain Chaotica. This damages the ship, and the crew's only hope is that someone taking the role of Arachnia, Queen of the Spider People can gain Chaotica's trust and deactivate his defenses so that the war can be ended. Janeway is pressganged into the role, and her successful execution leads to Chaotica's destruction.

▶ **In costume**
Kathryn Janeway makes a sinisterly beautiful Arachnia, Queen of the Spider People, when a war on the holodeck threatens the safety of her crewmates aboard the U.S.S. VOYAGER.

◀ **Wedding plans**
Arachnia needs to gain Chaotica's trust, but he will not drop his defenses until she marries him – an eventuality resisted by Captain Janeway.

FILE 48 KLINGON PERSONNEL

Alexander on the U.S.S. ENTERPRISE

Alexander Rozhenko, son of **Worf** and **K'Ehleyr**, spends more than two years of his young life with his father on the ***U.S.S. Enterprise NCC-1701-D***. During this time he tries – with some success – to come to terms with both sides of his heritage.

Young **Alexander Rozhenko** is caught between two worlds. Until 2367, the son of **Lt. Worf** and **K'Ehleyr** lives a rootless life, lacking a settled family with whom he can make a permanent home at this formative point in his life. Upon K'Ehleyr's untimely death, he spends a year living on Earth with Worf's foster parents, **Sergey** and **Helena Rozhenko**, but eventually comes to live by his father's side aboard the ***U.S.S. Enterprise NCC-1701-D***. The boy's time on the ship gives him some much-needed stability.

Life on the *Enterprise* is initially difficult for the young **Klingon**. In mid-2368, Worf suffers a crippling injury in a cargo bay accident. His spinal column is damaged beyond repair and, rather than live as a cripple, he elects to commit **Hegh'bat**, the Klingon ritual suicide. It is Alexander who convinces him not to perform this drastic final act – he still has a lot to live for.

For once, Alexander sees his father as a vulnerable rather than domineering figure, and he matures as he comes to understand the implications of growing up without parents. Worf agrees to submit to a medical procedure that may restore his mobility, but the surgery appears to fail: he dies on the operating table. Alexander remembers his father's words when his mother died, and goes to look upon death; luckily, Klingon physiology includes multiple system redundancies that kick in and revive a fully healed Worf.

PROFILE ON ALEXANDER

NAME: Alexander Rozhenko

KNOWN ASSOCIATES: Clara Sutter, Reginald Barclay, Lwaxana Troi.

KNOWN SKILLS: Writing holoprograms

2367: K'Ehleyr is murdered, and Alexander goes to live with his grandparents.

2368: The boy joins his father on the ***U.S.S. Enterprise NCC-1701-D***.

2372: Alexander is once again living with his grandparents on Earth.

FIRST COMES TO LIVE ON THE ***ENTERPRISE*** PERMANENTLY: 'New Ground' (TNG)

Alexander Rozhenko has always had difficulties with his mixed heritage: one quarter human, and brought up away from the Klingon Empire, he often displays human traits that disappoint his father, the proud warrior Worf.

FATHER AND SON

★ Assisted suicide

After watching his mother die, Alexander's most difficult moment is hearing his father ask him for help in a ritual Klingon suicide.

★ Wedding

Alexander is honored to attend Lwaxana Troi's wedding to the Kostolain minister Campio – but cannot hide his shock at her ritual Betazoid nudity as smoothly as the senior officers.

★ Counseling

Alexander and Worf seek family counseling from Deanna Troi.

★ Stealing

Worf finds himself having to teach his son about the importance of honesty when he confronts the fact that Alexander committed a petty theft at a school exhibition. The manner in which Worf deals with problems such as this improves over time.

Family arguments

A little while later, however, Alexander and Worf are once again at odds. **Counselor Troi**'s mother, **Lwaxana**, is visiting the ship, and takes the boy under her wing. She encourages Alexander to come with her on a series of trips to a **holodeck** version of the enlightened and free-spirited **Parallax Colony**, where they end up teaching each other valuable lessons about life.

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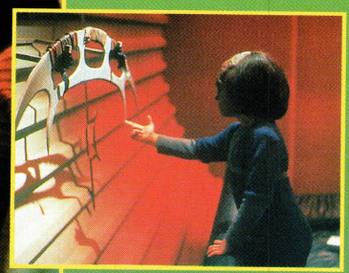
Alexander on the U.S.S. ENTERPRISE



★ Rescue
Alexander plays a vital role in outfoxing some would-be Ferengi hijackers in 2369.

★ Curiosity
Having ignored his Klingon roots, Alexander shows some curiosity under Worf's influence.

★ School
Because of his Klingon bloodline and tragic past, the boy proves antisocial in his first days in school.

★ Fantasizing
In 2368, Alexander's friend Clara Sutter has an 'imaginary friend' who proves to be all too dangerously real.

> "He is also my son ... and I am half human. He will find his own ways."
>
> — K'Ehleyr to Worf

Despite problems fitting in when he first comes aboard, Alexander continues his education at the *Enterprise*'s school and becomes good friends with several of the other children there, including **Clara Sutter**. Their budding friendship is dealt a blow in late 2368, when Clara's jealous 'imaginary friend' **Isabella** – in reality a dangerous alien that has taken on human form – intervenes, but the two youngsters soon make up.

Against the Ferengi

In 2369, after a freak **transporter** accident regresses **Captain Jean-Luc Picard**, **Ensign Ro Laren**, **Guinan**, and **Keiko O'Brien** into children's bodies, Alexander helps regain control of the *Enterprise* from a gang of mercenary **Ferengi**. His remote-control toy vehicle inspires Picard, and the Klingon boy follows this up by stealing **hyposprays** from sickbay and tricking the invaders by attaching **combadges** to them in order to beam them onto a **transporter pad** protected by a forcefield. The ship is successfully retaken, thanks to young and old working together.

Family life for Alexander continues aboard the *Enterprise* well into 2370, but his father remains concerned by the boy's anti-Klingon behavior. Worf attempts to engage Alexander's interest in his warrior heritage by traveling to the Klingon colony **Maranga IV** to take part in the **Kot'baval festival**, a celebration in honor of the legendary battle between the hero **Kahless** and the ruthless tyrant **Molor**. Alexander is enthused by the festival, but the day almost ends in tragedy when assassins apparently sent by the **Duras** clan attempt to kill him.

Another Klingon warrior, **K'mtar**, saves Alexander and later encourages the boy to embrace his warrior side and become a true Klingon. K'mtar drives a wedge between Worf and Alexander when he berates the boy for his poor fighting skills, and Worf is shocked to discover him contemplating Alexander's murder as the boy sleeps.

K'mtar finally admits that he *is* Alexander, having traveled back in time from 40 years hence. In this possible future, Worf dies at the hand of an assassin and his son, now a diplomat, blames his lack of fighting ability for his father's death. The future Alexander has thus traveled back in time to change his younger self's path in life.

His own future

Worf convinces K'mtar to let the boy determine his own future, and is perhaps influenced by his own argument. It is this revelation that possibly prompts the Klingon officer to send his son back to Earth to live with his grandparents. He has his own life to choose – and the next time Worf sees Alexander, in 2374, his son has at last chosen to be a warrior.

ALEXANDER ON THE HOLODECK

The creative urge

Alexander learns about life from programs he shares with Lwaxana Troi, but his most involved holodeck experience comes after Reg Barclay helps him create an Ancient West cowboy program in which he and his father play sheriff and deputy. After a malfunction traps parent, son, and Deanna Troi in the simulation, they must defeat the Hollander family in what is now a deadly wild west environment. This helps bring Worf and Alexander closer together.

▲ Creative
Alexander enforces the law in a holodeck version of Deadwood he helped to create.

◀ Learning
In 2368, Alexander enjoys a holodeck mudbath with the like-minded Lwaxana Troi.

Soren

Soren is a **J'naii** pilot who exhibits female tendencies in a society where gender is a crime. Her secret is revealed when she falls for **Commander Riker** of the ***U.S.S. Enterprise NCC-1701-D***.

OTHER CARDS IN THIS FILE...
36 ETANA JOL
SEE OTHER FILES...
OTHER GROUPS & RACES...File 18
STARFLEET PERSONNEL .....File 43
STAR TREK: THE NEXT GENERATION...File 69

All through her life, **Soren** has known she is different, but for many years did not understand how or why.

As a member of the **J'naii** race, one is expected to be genderless and androgynous. A few members of the J'naii are, however, born 'different,' throwbacks to an era when their race still had gender. Some are born with a strong inclination to the male gender, some – such as Soren – have urges to be female. But these feelings are forbidden on the J'naii homeworld, and those who display such tendencies are shamed and ridiculed.

Dangerous confession

Before Soren fully understood the implications of her difference, an incident at her school had a profound effect on the young J'naii. A rumor circulated that one of the students preferred a gender, in this case male. The children made fun of this youth, every day becoming more cruel; the fact that he was afraid only seemed to encourage them. He appeared in class one morning, bleeding, with his clothes ripped. He claimed to have fallen down, but Soren knew better.

This male J'naii was removed from school and given **psychotectic treatments** that apparently cured him of his gender inclinations. The now 'readjusted' young J'naii then stood in front of the whole school and told everyone how happy one was to have been cured. The incident had a profound impact on Soren; the lesson that it is dangerous to be different was not lost on her.

PROFILE ON SOREN

NAME: Soren
LIFE FORM: J'naii
OCCUPATION: Pilot and scientist
SPECIALIZATION: Space physics
CRIMINAL RECORD: Leanings toward femininity.
AMOURS: Commander Riker
REMARKS: Soren is a tortured person, aware that her tendencies toward the female gender are not tolerated by her society. Gendered J'naii are outcasts.
FIRST SEEN: 'The Outcast'

Soren is a troubled young member of the J'naii race, which regards gender among its people as a criminal act and a perversion. Soren has always carefully concealed her feminine disposition from her colleagues and friends, but working with a male outsider to whom she is attracted gives her courage.

★ **Beginnings**
At first Soren is merely curious about the human gender-based society, and questions Riker endlessly.

★ **Romantic setting**
Soren seeks out William Riker's company when he visits the beautiful J'naii homeworld.

★ **Growing feelings**
As time goes on, Soren experiences a dangerous attraction for Commander William Riker of the U.S.S. ENTERPRISE NCC-1701-D.

A WALK IN THE WOODS

★ **Doomed love**
During a walk in the woods, the strength of Soren's feminine inclinations becomes obvious.

★ **Love revealed**
Soren's powerful romantic feelings are fully reciprocated by Commander Riker. Despite strong J'naii cultural taboos, the unlikely couple end up in a passionate embrace.

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Soren

Court case

Soren is prosecuted by her own people for perversion. To many of them, gender is a terrible affliction that must be corrected. J'naii who do not conform to society's opinions are given psychotectic treatment.

Rehabilitation

Soren is sentenced by the court to corrective psychotectic therapy. After this, the 'cured' J'naii cannot even comprehend holding the previously overwhelming feelings.

Later, upon fully understanding her inclinations to be female, Soren lives in fear of discovery. She seeks out those with urges to be male, but habitually hides her true nature, terrified of being uncovered. It is a double life that Soren appears to find difficult and lonely.

Soren's parents are pilots, and she began flying with them before she could walk. As soon as Soren was old enough, she entered flight school. A well respected J'naii, **Krite**, was her instructor. In addition to having become a capable pilot, Soren is also a specialist in science, with a particular interest in space physics. Soren is dedicated to her job, and capable of staying focused even in a crisis. In addition, she is an eloquent, thoughtful speaker.

Like all J'naii, Soren is tall and lithe, with short-cropped black hair and pale skin. The plain, bland clothing she wears has little in the way of ostentatious decoration, and lacks the obvious masculine or feminine attributes that often help to distinguish between the sexes.

Fateful meeting

In 2368, the J'naii shuttlecraft ***Taris Murn*** disappears without explanation. The J'naii enlist the aid of the **Federation**, which sends the ***U.S.S. Enterprise NCC-1701-D*** to assist in the search effort. Soren is assigned to work with **Commander William T. Riker** on recovering the shuttle from a pocket of **null space**. Together, they formulate a working hypothesis about the creation of the pocket, and how the shuttle came to be trapped in it. With the expertise of the *Enterprise* crew, Soren and Riker plan a rescue mission.

Soren is focused on her work and dedicated to saving the missing pilots, but also makes the most of this rare opportunity to learn about life in a gendered society. She appears to appreciate Riker's intelligence and sense of humor, as well as his willingness to answer personal questions, such as explaining the differences between men and women, and what he likes in a woman.

Soren even asks Riker to tell her about his sexual organs, not understanding that this might be a rather intimate question to pose so early in their meeting. Soren's obvious enjoyment of Riker's company catches the attention of other J'naii, and their pleasant, even flirtatious, conversation in the **Ten-Forward Lounge** is cut short when Krite orders Soren to return to her duties.

During the course of their work together, Soren finds herself attracted to the tall, handsome **Starfleet** officer. His answers to her questions about maleness only serve to heighten Soren's feelings, and she confesses her feelings toward Riker, asking him to consider a union. It is a terrible risk, but Soren appears to be falling in love with the commander.

After the pilots from the missing shuttle are rescued and a celebratory dinner held, Soren finds the opportunity to be alone with Riker in the beautiful forests of the J'naii homeworld. The couple fall into a passionate embrace, but Soren's interest in the male officer is noted by Krite, who has the young J'naii pilot taken into custody to answer to a panel of officials for her 'perversion.'

Eloquent defense

Soren is undoubtedly touched when Commander Riker claims sole responsibility for their actions, insisting that everything is his fault, but she can no longer live with the lies. With her head held high, she claims before the panel and an audience of J'naii that she is female, and that she has had these longings all her life. Soren says that choosing to have a gender is not unnatural or sick; she does not want to be helped or cured. What she wants from her fellow J'naii is understanding and compassion.

Riker rejected

What Soren gets is psychotectic therapy to cure her "aberrant" sexual behavior. As she is removed from the courtroom, she throws a final, desperate look in the direction of her lover, Riker, but when he and **Worf** attempt to rescue her that evening, they are too late.

The young J'naii has been fully 'rehabilitated,' and can no longer even understand feeling anything for Riker. Soren's terrible urges were a mistake, something the youth should have realized from the beginning. Soren now understands that Riker's advances should not have been returned, and does not want his offer of help and asylum on the *Enterprise*. When the commander says that he loves Soren, the alien can only answer, "I'm sorry," and leaves. Soren returns to the androgynous life of the J'naii, considered 'normal' for the first time.

> "I am female. I was born that way. I have had those feelings, those longings, all my life. It is not unnatural. I am not sick because I feel this way. I do not need to be helped, and I do not need to be cured."
>
> — Soren addressing the court

ALLIES AND ENEMIES

Friends and foes

If Soren and Commander Riker had been left to their own devices, the outcome for Soren might have been very different, but the feelings and actions of members of the *Enterprise* crew and other J'naii come into play. Dr. Beverly Crusher is friendly and kind, and Lt. Worf insists on supporting his superior officer in a doomed attempt to rescue the young J'naii. Soren's leanings toward the feminine are discovered by her former teacher, Krite, she is reported and turned over to the authorities. She is judged ill by these supposedly enlightened leaders, and immediately sent for corrective psychotectic therapy.

Former mentor

Krite was Soren's pilot teacher, but does not hesitate before turning the young J'naii over to the authorities.

Sisterly advice

Dr. Crusher offers Soren a sympathetic hearing in the U.S.S. ENTERPRISE sickbay.

Loyal officer

Worf is determined to support his superior officer in a rescue.

Starfleet Uniforms: 2369

Maintaining the color scheme adopted in the 2350's, Starfleet's new uniform designs mirror the style of past cadet outfits. Black jumpsuits display department colors across the shoulders.

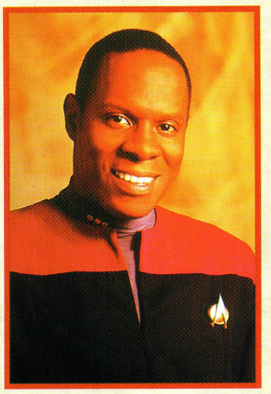
Following on from **Starfleet**'s previous reevaluation and design changes to its standard duty uniforms in the 2350's, a newer revision is brought into use in the early months of 2369. The outfits are initially introduced into standard usage aboard Starfleet's static ground based and orbital facilities, including space stations and starbases such as ***Deep Space Nine*** near the **Bajoran wormhole**. The new styles are then gradually integrated into Starfleet's entire structure, as starships out on operational duty or deep space exploration missions return to port for refitting, or upload the new patterns for their vessel's onboard clothing **replicators.** For example, the crew of the ***U.S.S. Enterprise NCC-1701-D***, frequently engaged away from base in missions throughout the **Alpha Quadrant**, does not begin to adopt the new design of uniforms until the latter half of 2371, just prior to the destruction of the vessel on the planet **Veridian III**.

Evolution of design

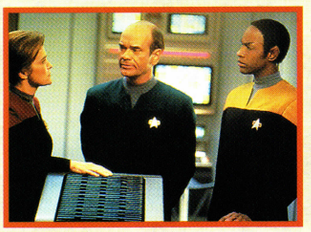
The preceding designs used a blend of black coloration below the waist and across the shoulders, whereas these newer types are almost completely black, the only exception being the area across the shoulders. Like the previous 2350 versions, the 2369 designs use the three standard departmental colors to indicate the duty status of the wearer; thus, red indicates command, blue indicates sciences (including medical and social) and yellow indicates operations (engineering, tactical, and security).

The uniforms are made up of two discreet sections: a long-sleeved undershirt, purple-gray in color, is worn beneath the larger jumpsuit/tunic. The undershirt collar emerges from the open neck of the tunic and rank pins are worn on its righthand side. The upper tunic features a seam in the center of the chest which can be opened along its length, allowing the wearer to vary the closeness of the collar or even letting the tunic hang open – in the variable climates and atmospheres that Starfleet officers often find themselves, a uniform that is not so 'buttoned-down' as the earlier 2350's models is more comfortable to wear. A gray vest worn beneath the undershirt provides even greater flexibility.

There are two subset versions of this basic outerwear. One is an all-over jumpsuit, with an elasticated waistband, while the other is similar to the previous model in that it is a combination of separate black trousers and a tunic overshirt.

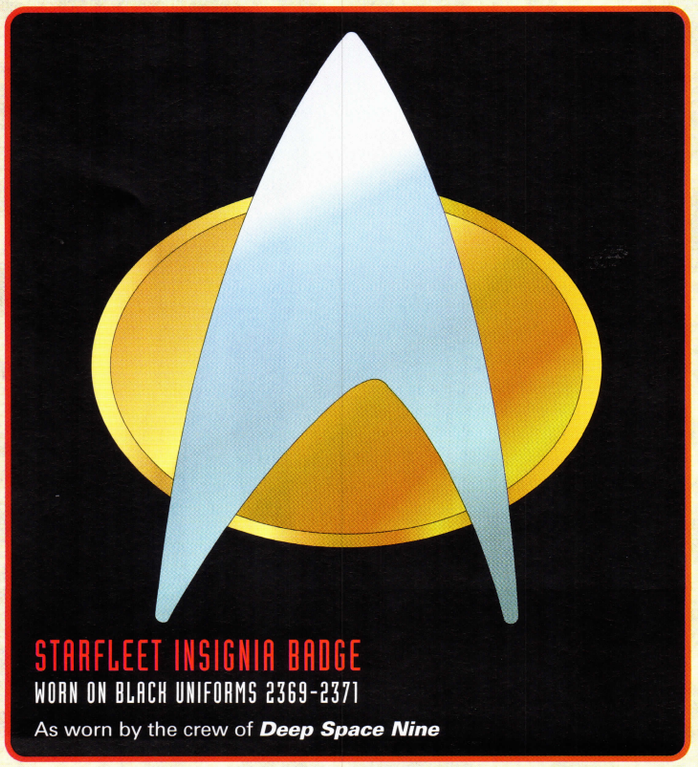


In 2369, DEEP SPACE NINE is one of the first Starfleet facilities to adopt the new style of uniforms. Use of the design spreads gradually to all Starfleet ships and space stations.



As with previous designs, red designates command, blue indicates sciences, and yellow shows engineering, tactical, and security.

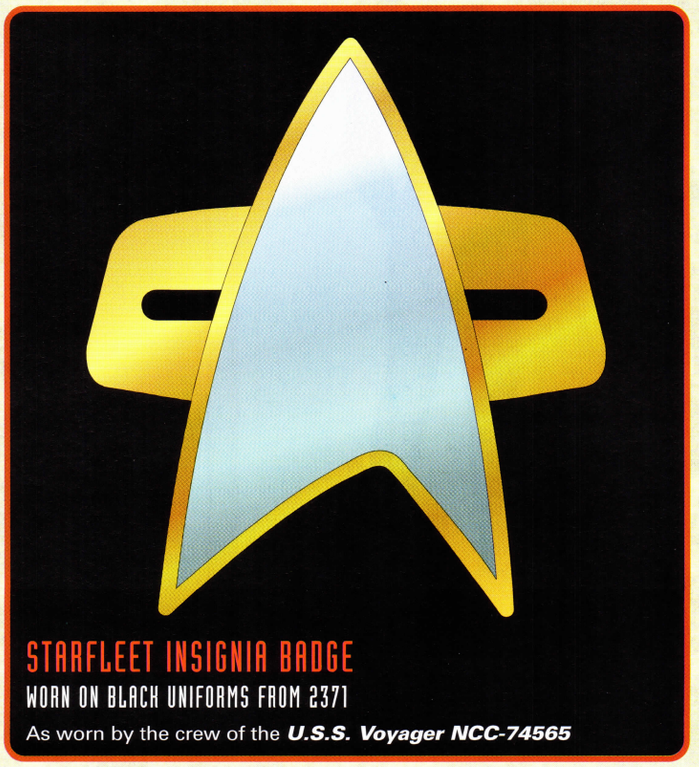
Dress uniforms worn during this period retain the previous style. They are copied by the crew of the 'silver blood' U.S.S. VOYAGER.



STARFLEET INSIGNIA BADGE

WORN ON BLACK UNIFORMS 2369-2371

As worn by the crew of ***Deep Space Nine***



STARFLEET INSIGNIA BADGE

WORN ON BLACK UNIFORMS FROM 2371

As worn by the crew of the ***U.S.S. Voyager NCC-74565***

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Starfleet Uniforms: 2369

As mentioned above, officers and enlisted personnel rank insignia is indicated on the collar, and utilizes the standard system of circular gold discs. The regulation-issue **communicator** badge is worn on the left breast.

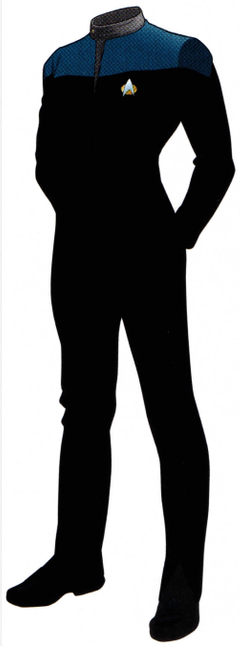
As with all previous generations of Starfleet uniform, the 2369 version also has a specific outfit for important occasions and diplomatic functions: the dress uniform.

Design retained

The dress uniform is retained from one of the previous designs, and retains the previous color scheme. A long overshirt tunic ends at the hip, and features a vertical seam highlighted in gold piping that follows the line of the uniform across the shoulders and down the hem. As with the standard 2369 overshirt tunic, the body of the dress uniform is the duty color, with black shoulders and trousers. Admirals tend to retain the previous variations of dress uniform in use throughout the 2360's. As has become the traditional fashion with Starfleet's uniform designs from the very earliest versions, standard duty footwear for all uniform types and variants are the regulation ankle-length boots.

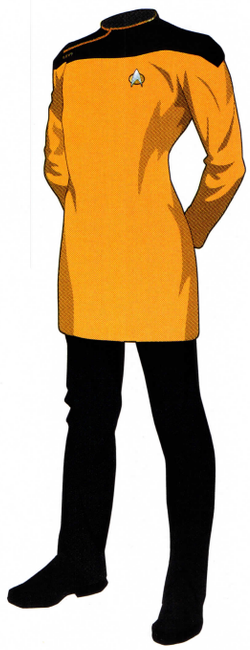
DUTY UNIFORM: COMMAND
RED SHOULDERS
As worn by **Captain Benjamin Sisko**

DUTY UNIFORM: OPERATIONS
GOLD SHOULDERS
As worn by **Chief Miles O'Brien**



DUTY UNIFORM: SCIENCES
BLUE SHOULDERS
As worn by **Dr. Julian Bashir**

DRESS UNIFORM: COMMAND
RED TUNIC
As worn by **Captain Benjamin Sisko**



DRESS UNIFORM: OPERATIONS
GOLD TUNIC
As worn by **Chief Miles O'Brien**

DRESS UNIFORM: SCIENCES
BLUE TUNIC
As worn by **Dr. Julian Bashir**

FILE 69 STAR TREK: THE NEXT GENERATION

'Tin Man'

Powerful telepath **Tam Elbrun** leads the ***U.S.S. Enterprise NCC-1701-D*** to **first contact** with **'Tin Man,'** an ancient organic being that resembles a vast starship. Problems arise when the **Romulans** also take a keen interest in this extraordinary creature.

CAPTAIN'S LOG
STARDATE: 43779.3

"The ENTERPRISE is preparing detailed exospheric charts of the Hayashi system. Although tedious, this endeavor is the first step toward planet colonization."

The ***U.S.S. Hood NCC-42296*** makes an unscheduled rendezvous with the ***U.S.S. Enterprise NCC-1701-D*** in the **Hayashi system**. **Robert DeSoto**, the *Hood*'s captain, delivers **first contact** specialist **Tam Elbrun**, who has new orders from **Starfleet**.

He redirects the *Enterprise* toward the collapsing star **Beta Stromgren**, where a long-range probe recently discovered ***'Tin Man,'*** a mysterious organic life form that resembles a vast starship. An usually powerful **Betazoid** telepath, Elbrun has already linked with the creature, which calls itself ***Gomtuu***. His mission is a matter of some urgency; the **Romulans** claim ownership of the sector in which Beta Stromgren is located, and ***Starbase 123*** has detected two ***Romulan Warbirds*** heading toward *Gomtuu*.

As the *Enterprise* draws close to its quarry, one of the *Warbirds* decloaks nearby. Elbrun realizes the Romulans intend to kill *Gomtuu* if it refuses to communicate with them, and telepathically persuades the vast spaceborne creature to destroy the enemy vessel.

The last of its kind

The highly-strung Elbrun then informs **Captain Jean-Luc Picard** that *Gomtuu* has roamed the universe for many thousands of years; apparently the last of its kind, it came to the Beta Stromgren system to die. **Lt. Commander Data** accompanies Elbrun onto *Gomtuu*, serving as an intermediary between the *Enterprise* and the telepath.

A second *Romulan Warbird* decloaks, and the vessel's commander claims right of vengeance against *Gomtuu*. Deep inside the starship creature, Elbrun and Data locate the control room where its former crew plotted their journey through the Galaxy. Without people to care for, *Gomtuu* feels unwanted and purposeless, so Elbrun volunteers to stay with his new friend. Inside the living vessel, he can escape the constant strain of empathic insight while providing the creature with the companionship it craves.

Gomtuu creates a shockwave that sends the *Enterprise* and the *Warbird* far away from the near-nova Beta Stromgren. Once they are safe, Elbrun and *Tin Man* set off on their mutually beneficial journey.

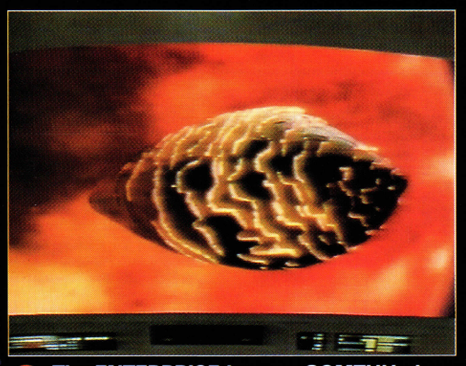
STARSHIP FACTS

Tam Elbrun was the only Federation representative on Chandra V.

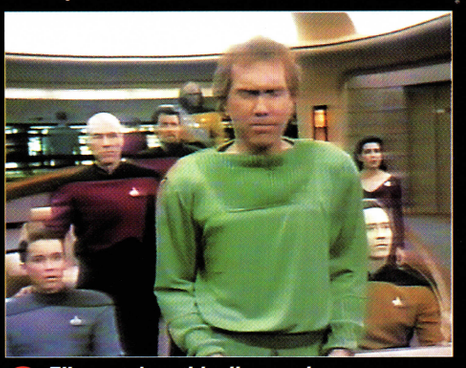
ON SCREEN...

1 ***Captain Robert DeSoto of the U.S.S. HOOD delivers powerful telepath Tam Elbrun to the U.S.S. ENTERPRISE. Starfleet wants Elbrun to initiate first contact with the creature code-named 'TIN MAN.'***

2 ***Captain Picard knows all about the controversial Elbrun; he received counseling from the Betazoid Deanna Troi at the University of Betazed, and was later involved in a diplomatic disaster at Ghorusda.***

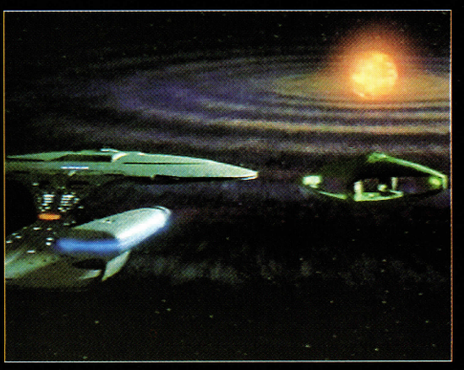


3 ***The ENTERPRISE locates GOMTUU close to the near-nova Beta Stromgren star, but a ROMULAN WARBIRD decloaks and threatens to destroy the creature.***



4 ***Elbrun telepathically convinces GOMTUU to destroy the WARBIRD. The strain of maintaining this dialogue causes the telepath to collapse.***

5 ***Data and Elbrun beam into the heart of GOMTUU, where they discover the organic starship's control room. Elbrun senses that the creature is terribly lonely.***



6 ***GOMTUU creates a powerful shockwave that sends the ENTERPRISE and the remaining ROMULAN WARBIRD far away from the Beta Stromgren star.***

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FILE 69 STAR TREK: THE NEXT GENERATION

'Hollow Pursuits'

Milque-toast engineer **Reginald Barclay** suffers from a unusual form of **holoaddiction**: he deals with real life tensions by populating his **holodeck** programs with outrageous or overly attentive versions of the ***U.S.S. Enterprise NCC-1701-D*** senior crew.

CAPTAIN'S LOG
STARDATE 43807.4

"We're taking on a load of special tissue samples donated by the Mikulaks for shipment to Nahmi IV. The samples could prove vital to the containment of an outbreak of Correllium fever on that world."

Geordi La Forge is concerned about the performance of new crewman **Diagnostic Engineer Reginald Barclay**, whose nervous manner and perpetual tardiness have earned him the nickname "Broccoli." Geordi is unaware that Reg spends all his spare time in the **holodeck**, interacting with fantasy versions of the ***U.S.S. Enterprise NCC-1701-D***'s senior crew.

Geordi finally runs out of patience and requests that Barclay be transferred to another vessel; **Captain Jean-Luc Picard**, not used to seeing an unsatisfactory rating on a member of his crew, sternly orders La Forge to try harder with the engineer. Barclay is set to work on a problem with one of the **antigrav lifters** carrying canisters of **Mikulak** tissue due to be delivered to **Nahmi IV**.

The woman of his dreams

Geordi later chances upon one of Reg's bizarre **holoprograms**, but tries to be sympathetic when the mortified engineer offers to leave the *Enterprise*. He suggests instead that Barclay visit **Deanna Troi** about his addiction. Reg, however, is infatuated with the ship's counselor, and cannot cope with being in the presence of the real Deanna. After the briefest of counseling sessions he rushes off to the holodeck once more.

Barclay's absence is noted when the ship's **matter-antimatter injectors** freeze, accelerating the *Enterprise* past **warp 9**. With less than 20 minutes to go before the starship rips itself apart, Geordi needs all the help he can get, so he, **Commander Riker**, and Troi set off to retrieve Barclay from his fantasy escape.

Dragged back into the real world, Reg works out that the *Enterprise* is being affected by **invidium** leaking from a broken canister in Cargo Bay 5. Geordi releases gaseous **cryonetrium** into the ship's injector conduit pathway, restoring the *Enterprise* to normal warp speed in the nick of time.

Barclay's vital contribution to solving the problem is acknowledged by Picard and Riker. After further counseling, the engineer feels confident enough to delete all his holoprograms – apart from one old favorite.

STARSHIP FACTS

Guinan compares the timid Lt. Barclay to her mother's brother Terkim, the family misfit.

ON SCREEN...

1 *Diagnostic Engineer Reginald Barclay recently joined the U.S.S. ENTERPRISE from the U.S.S. ZHUKOV; Riker and Geordi find his tardy performance unacceptable.*

2 *Captain Gleason spoke highly of Barclay before he transferred to the ENTERPRISE, so Picard tells La Forge to persevere with the nervous engineer.*

3 *Lt. Barclay only really feels relaxed or confident when interacting with holographic versions of his ENTERPRISE crewmates. He fantasizes about overcoming his stern superior, Commander Will Riker, in a bar brawl, or romancing the "goddess of empathy," Counselor Deanna Troi.*

4 *Strange things begin to happen on the U.S.S. ENTERPRISE. Transporter Room 3 malfunctions, the molecular structure of a cup in the Ten-Forward lounge alters, and the matter-anti-matter injectors freeze, throwing the ship to warp 9.*

5 *Riker, Troi, and La Forge enter one of Barclay's holodeck programs and find that the engineer has 'cast' some of the senior officers as the musketeers.*

6 *Praised for helping to save the ENTERPRISE from destruction, Reg finally feels confident enough to bid farewell to his holographic friends.*

FILE 75 STAR TREK IV: THE VOYAGE HOME

STAR TREK IV: THE VOYAGE HOME

Part 3 Having traveled 300 years back in time aboard their ***Klingon Bird-of-Prey***, **Admiral James T. Kirk** and his crew split up to achieve their objectives. But are the intrepid gang ready for the rigors of the 20th century?

'STAR TREK IV: THE VOYAGE HOME'

"I want you all to be very careful. This is terra incognito. Many of their customs will doubtless take us by surprise. It's a foregone conclusion that none of these people has ever seen an extraterrestrial before."

– James T. Kirk to his crew

The streets of late 20th-century San Francisco are a considerable culture shock for **Admiral Kirk** and his crew. Dodging out of the way of an oncoming car, Kirk experiments with returning the driver's curses, and then realizes that Earth's primitive system of monetary exchange is still in operation during this time. He and **Captain Spock** set off to find a way of funding their various expeditions, telling the rest of the assembled crew to break up, as they "look like a cadet review."

Entering an antique store, the admiral sells his 18th-century glasses – a birthday gift from **Dr. McCoy** that he is confident will come his way again. He splits the $100 between the crew, and they set off on their different assignments. **Commander Chekov** wanders the streets with **Uhura**, attempting to obtain directions to the nuclear vessels at the Alameda naval base; McCoy, **Captain Scott**, and **Commander Sulu** turn to the yellow pages phone book to find some **transparent aluminum**; and Kirk and Spock search for the whales.

Pinch me

A sign on the side of a bus guides the admiral and his **Vulcan** friend to the **Maritime Cetacean Institute** in Sausalito – the home of '**George**' and '**Gracie**,' the only two humpback whales held in captivity in the world. En route, Spock employs a **Vulcan nerve pinch** to incapacitate a punk playing obtrusively loud music on a ghetto blaster, much to the relief of the other passengers. He also questions Kirk's use of profanities; the admiral claims this is necessary to get what you want in 20th- century society.

Arriving at the institute, the temporally-displaced **Starfleet** officers join a tour group conducted by **Dr. Gillian Taylor**, who introduces herself as the center's assistant director. She talks about 'her' whales with affection, and is visibly upset by the footage shown of pirates hunting the near-extinct species. During her spiel, she is drawn to the very attentive Kirk, and fascinated by his friend Spock's comments.

The tour takes in George and Gracie, who wandered into San Francisco Bay as calves and were brought to the institute. Kirk is delighted that they have found a male and a female in such close proximity,

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ON SCREEN...

1 *Admiral James T. Kirk attempts to respond in the language of the day to a taxi driver who almost runs him down; the rest of his bemused crew look on.*

2 *Admiral Kirk and Captain Spock find an antiques trader interested in buying Kirk's 18th-century glasses. These were originally a gift from Dr. McCoy.*

3 *Captain Spock tries to deduce from a map how to find the humpback whales, but the observant Kirk spots an advert for the Cetacean Institute on the side of a bus.*

4 *Oblivious to the effect of his Russian accent, Commander Chekov asks a police officer how to find the nuclear vessels at the naval base at Alameda.*

5 *En route to Sausalito, a punk refuses to turn down his ghetto blaster, prompting Spock to apply a Vulcan nerve pinch. The relieved passengers applaud.*

6 *Dr. Gillian Taylor begins her guided tour around the Maritime Cetacean Institute by talking about the horror of hunting whales to extinction.*

STAR TREK IV: THE VOYAGE HOME Part 3

but learns that the whales are to be set free because of the costs involved in their upkeep. Gillian is evidently distressed by this impending action.

When the group moves on, Spock joins the whales in their tank and engages one of the creatures in a **mind-meld**. This outlandish behavior earns Gillian's ire; she storms back to remonstrate with the Vulcan as he climbs out of the tank. Despite Spock's efforts to incorporate swearing into his speech, and Kirk's attempts to hide their association, Gillian orders them both from the premises.

She is soon after joined by the institute's director, **Bob Briggs**, as she soothes George and Gracie following the intrusion. Bob knows that Gillian is distressed about losing the whales, but he reiterates the fact that they cannot stay at the institute.

As they walk back into town, Spock reports that he successfully communicated their intentions to the whales. Chekov and Uhura contact Kirk to tell him that they have located a nuclear vessel: the aircraft carrier *U.S.S. Enterprise CVN-65*. They will beam in that night to collect the photons needed for the ***Klingon Bird-of-Prey*** engines.

Rising suspicions

As Kirk approves this plan, Gillian drives by on her way home from work. She offers "Robin Hood and Friar Tuck" a lift, and demonstrates her photographic memory by repeating some of Spock's odd observations at the institute – in particular, his use of the past tense regarding the extinction of the whales. Kirk blames his friend's odd behavior on too much "LDS" when he was part of the Free Speech Movement at Berkeley in the 1960's.

Spock then drops a bombshell: he learned through the mind-meld that Gracie is pregnant. Gillian is taken aback by the fact that her bizarre passengers possess this knowledge, and demands an explanation of who they really are. Kirk can only assure her that they are not with the military and intend no harm toward the whales – they just want to help. He ventures that they could discuss the prospect further over dinner, and the intrigued Gillian suggests Italian.

Scotty, Sulu, and McCoy visit a firm called **Plexicorp** to find the material they need to construct their whale tank. Sulu lovingly examines a Huey 204 helicopter in the grounds, while Scotty adopts the guise of a blustering Scottish professor on a visit from Edinburgh to study the company's manufacturing techniques. He and McCoy meet the plant manager, **Dr. Nichols**, who is taken in by their story and offers to show them around.

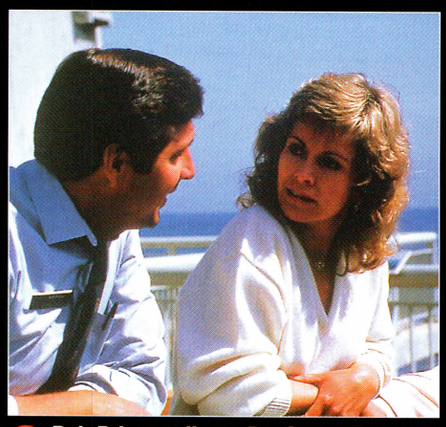
Upon completing their inspection, Scotty uses Dr. Nichols' "quaint" computer keyboard to dazzle him with the formula for **transparent aluminum**. The asking price is merely a few sheets for themselves. Nichols stares at his computer screen awestruck, while Dr. McCoy privately questions the wisdom of affecting the timeline in this fashion, but Scotty cheerfully reasons that history may regard Nichols as the inventor of this revolutionary substance. They continue with their plan.

STARSHIP FACTS

- **Scotty displays his unfamiliarity with 20th-century computers by using the mouse as a microphone.**
- **Spock believes that Jacqueline Susann and Harold Robbins are the literary "giants" of the era.**

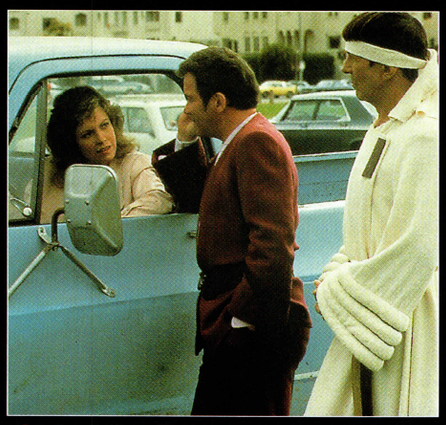
ON SCREEN...

7 To the displeasure of Dr. Taylor, Spock joins the humpback whales in their tank and establishes communication using a Vulcan mind-meld.



8 Bob Briggs talks to Dr. Gillian Taylor about the planned future of the whales – a plan with which the distraught doctor cannot agree.

9 With San Francisco's Golden Gate Bridge in the background, Kirk and Spock discuss what the Vulcan learned from the whales.



10 Dr. Gillian Taylor spots the odd duo and attempts to quench her curiosity by offering them a ride back into San Francisco in her pick-up truck.

11 Scotty and McCoy meet Dr. Nichols of the firm Plexicorp. The doctor introduces Scotty as 'Professor Scott,' visiting from Edinburgh.

12 Dr. Nichols is awestruck by Scotty's diagrams for the production of transparent aluminum; Scotty wants just a few sheets in return.

M continued

Mauk-to'Vor

Klingon ritual killing, in which a shamed warrior reclaims his honor in **Sto-Vo-Kor** though being stabbed to death by the one who caused his disgrace. **Worf** attempted to perform the rite on **Kurn** in 2372 – an act **Captain Sisko** considered attempted murder. Kurn was instead given the new identity of **Rodek**, **Son of Noggra**. (*Starship Log:* 'The Sons of Mogh' [DS9]) ***SEE FILES 11, 43, 48, 70***

Worf was prevented from killing Kurn, his dishonored brother, in the Klingon ritual of Mauk-to'Vor.

Maura

This animal was of a species similar to a human dog; she was the cherished pet of **Starfleet** officer **Aquiel Uhnari**. Maura was killed and replaced by a coalescent organism in 2369. (*Starship Log:* 'Aquiel' [TNG]) ***SEE FILES 32, 69***

Mauric, Ambassador

Emissary of the **Kes** people from planet **Kesprytt III**, and lead representative during their 2370 application for membership to the **United Federation of Planets**. His overtly suspicious conduct was a factor in the failure of the petition. (*Starship Log:* 'Attached' [TNG]) ***SEE FILES 18, 69***

Mauric's paranoid attitude counted against the Kes during Federation negotiations.

Mavala IV

This planet was the location of the furtive nuptials, and subsequent brief honeymoon, of **Juliana O'Donnell** and **Noonien Soong** in 2332. (*Starship Log:* 'Inheritance' [TNG]) ***SEE FILES 3, 44, 69***

Mavek [1]

This illusional being tormented **Will Riker** during the latter's cerebrally-induced incarceration in the **Tilonus Institute for Mental Disorders**, where Mavek served as an orderly. (*Starship Log:* 'Frame of Mind' [TNG]) ***SEE FILES 69***

Mavek [2]

Cardassian aide in Ops on ***Terok Nor*** in 2374. Mavek occasionally provided **Kira Nerys** with her morning cup of **raktajino**. (*Starship Log:* 'Rocks and Shoals' [DS9]) ***SEE FILES 27, 70***

Mawasi

This **Delta Quadrant** race joined with the **Nihydron** and the ***U.S.S. Voyager*** crew in a coordinated attack on **Annorax**'s ***Krenim Temporal Weapon Ship*** in 2374. **Janeway** assigned **Tuvok**, **Neelix**, and **Seven of Nine** to a ***Mawasi Vessel*** for the operation. (*Starship Log:* 'Year of Hell', Part II [VOY]) ***SEE FILES 18, 40, 71***

Captain Benjamin Maxwell's bitter feelings toward the Cardassians led him to initiate an unauthorized assault against them in 2367, in direct violation of the Federation's peace treaty of 2366.

Max

Bartender in **Vic Fontaine**'s Las Vegas lounge when it was taken over by the mobster **Frankie Eyes** in 2375. (*Starship Log:* 'Badda-bing, Badda-bang' [DS9]) ***SEE FILES 56, 70***

Maxia Zeta Star System

Galactic region in which the ***U.S.S. Stargazer NCC-2893***, captained by **Jean-Luc Picard**, was attacked by the **Ferengi** in 2355. The encounter is known to the Ferengi as the **Battle of Maxia**, and produced the ingenious tactical stratagem famously known as the **Picard Maneuver**. (*Starship Log:* 'The Battle' [TNG]) ***SEE FILES 14, 19, 31, 37, 51, 69***

Maxwell, Captain Benjamin

Highly decorated **Starfleet** officer and starship commander. His wife and children were killed in a **Cardassian** attack on **Setlik III**. Following the **Federation-Cardassian** truce, Maxwell launched an illegal offensive on the Cardassians, until **Miles O'Brien** persuaded him to stand down. (*Starship Log:* 'The Wounded' [TNG]) ***SEE FILES 43, 69***

"May you die well."

Klingon expression used to bid farewell. It is a rough equivalent of the human "God be with you." (*Starship Log:* 'Redemption', Part II [TNG]) ***SEE FILES 11, 69***

Maylor, Sev

Female companion to **Ves Alkar**. She was one of a series of women Alkar used as empathic repositories for his unpleasant feelings. The procedure caused Maylor to age rapidly. **Dr. Beverly Crusher**'s investigation into her premature death uncovered Alkar's abusive conduct. (*Starship Log:* 'Man of the People' [TNG]) ***SEE FILES 43, 58, 69***

Mays, Willie

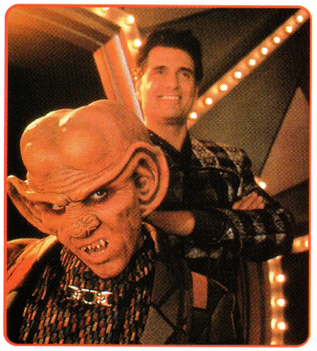
American baseball player. He was depicted on the rookie card that **Jake Sisko** went to great lengths to obtain for his father in 2373. (*Starship Log:* 'In the Cards' [DS9]) ***SEE FILES 7, 44, 70***

Mazur, Martus

This **El-Aurian** con artist opened a gaming establishment, **Club Martus**, to compete with **Quark's bar** on ***Deep Space Nine*** in 2370. Martus temporarily inherited a unique gambling device that actually altered the laws of mathematical probability on the station. (*Starship Log:* 'Rivals' [DS9]) ***SEE FILES 18, 27, 53, 70***

Mauk-to'Vor
Maura
Mauric, Ambassador
Mavala IV
Mavek [1]
Mavek [2]
Mawasi
Max
Maxia Zeta Star System
Maxwell, Captain Benjamin
"May you die well"
Maylor, Sev
Mays, Willie
Mazur, Martus
mazurka festival
McAllister C-5 Nebula
McClukidge, Nurse
McConnell
McCoullough, Captain
McCoy, David
McCoy, Dr. Leonard H. 'Bones'
McDowell, Ensign
McFarland
McGivers, Lieutenant Marla
McGreevey
McHuron, Eve
McKenzie, Ard'rian
McKinley Park
McKinley Rocket Base

Juliana O'Donnell, Data's 'mother,' spent her honeymoon on Mavala IV.



Quark's business suffered when Martus Mazur came to DEEP SPACE NINE, but the Ferengi won out when Martus was exposed as a conman.

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mazurka festival A festival of music and dance from Earth's Polish culture, often held at **New Berlin**, a colony on Earth's moon. **Benjamin** and **Jennifer Sisko** went to the celebration with their friends the **Hudsons**. (*Starship Log:* 'The Maquis' [DS9]) ***SEE FILES 7, 70***

McAllister C-5 Nebula Diffuse interstellar mass in **Cardassian** space, noted for concentrated particle flux. A fleet of **Cardassian** ships concealed themselves here prior to an attack on **Minos Korva** in 2369. (*Starship Log:* 'Chain of Command', Part II [TNG]) ***SEE FILES 13, 69***

McClukidge, Nurse A member of **Dr. Beverly Crusher**'s medical staff on the ***U.S.S. Enterprise NCC-1701-D*** in 2368. (*Starship Log:* 'Imaginary Friend' [TNG]) ***SEE FILES 25, 69***

McConnell **Starfleet** lieutenant assigned to the ***U.S.S. Honshu*** in 2374. According to **Gul Dukat**, McConnell was killed by shrapnel during a **Cardassian** attack while attempting to abandon ship with an injured **Captain Sisko**. (*Starship Log:* 'Waltz' [DS9]) ***SEE FILES 43, 50, 70***

Sisko followed Captain McCoullough's first contact protocols when he met the game-obesessed Wadi.

McCoullough, Captain Officer who revised **Starfleet**'s **first contact** protocol. In 2369, **Sisko** wished that McCoullough was on ***Deep Space Nine*** to supervise first contact with the gambling **Wadi**. (*Starship Log:* 'Move Along Home' [DS9]) ***SEE FILES 19, 70***

McCoy, David Father of **Dr. Leonard McCoy**. He suffered from a debilitating terminal disease, and his son made the hard decision to end the application of medical technology that kept him alive but also caused him protracted suffering. (*Starship Log:* ***Star Trek V: The Final Frontier***) ***SEE FILES 43, 76***

McCoy, Dr. Leonard H. 'Bones' Chief medical officer of the ***U.S.S. Enterprise NCC-1701*** from 2266. Famed for his pioneering medical works on the *Enterprise*, still referenced 100 years later, he was also the man **James T. Kirk** turned to for advice almost as often as he consulted **Spock**. Despite McCoy's many conflicts with Spock, it was the doctor who was trusted with the **Vulcan**'s **katra** in 2285. McCoy studied at the University of Mississippi on Earth; he claimed to be a simple country doctor, with a distrust of **transporters** and other high-tech devices, but he returned to **Starfleet** after multiple retirements because it was his only home. In 2364, at the grand old age of 137, and still an admiral, McCoy inspected the ***U.S.S. Enterprise NCC-1701-D***. (*Starship Log:* 'The Corbomite Maneuver' [TOS]; 'Encounter at Farpoint' [TNG]) ***SEE FILES 20, 43, 68, 69***

Dr. McCoy had a 27-year-long association with various U.S.S. ENTERPRISEs, during which time he traveled into the past and future, and saved many lives.

McDowell, Ensign Wavy-haired young man who served at the ***U.S.S. Enterprise NCC-1701-D***'s tactical station in 2368. He was given bridge command while the senior officers attended a memorial service for **Geordi La Forge** and **Ro Laren**, who were believed dead. (*Starship Log:* 'The Next Phase' [TNG]) ***SEE FILES 25, 69***

McFarland One of the giants in the field of archeology who attended the annual **Federation Archeology Council** symposium held on the ***U.S.S. Enterprise NCC-1701-D*** in 2367. (*Starship Log:* 'QPid' [TNG]) ***SEE FILE 69***

McGivers, Lieutenant Marla ***U.S.S. Enterprise NCC-1701*** ship's historian in 2267. She joined former dictator **Khan Noonien Singh** in his attempt to commandeer the vessel. McGivers was sentenced to **Ceti Alpha V** where a native parasite claimed her life. (*Starship Log:* 'Space Seed' [TOS]; ***Star Trek II: The Wrath of Kahn***) ***SEE FILES 43, 68, 73***

Marla McGivers was fascinated by the bold historical figure, Khan.

McGreevey Member of the besieged **Starfleet** military unit at base **AR-558**. **Henshaw** attached sentimental value to a bandage on his arm that McGreevey was applying as he was shot dead, although he could not stand the talkative officer when McGreevey was alive. (*Starship Log:* 'The Siege of AR-558' [DS9]) ***SEE FILE 70***

McHuron, Eve After a lonely existence on an isolated agricultural planet, McHuron was lured into space by **Harry Mudd**'s promise of a husband on **Ophiucus III**. Instead she married lithium miner **Ben Childress**. (*Starship Log:* 'Mudd's Women' [TOS]) ***SEE FILES 7, 68***

McKenzie, Ard'rian The first colonist on **Tau Cygna V** to accept **Data**'s warnings about the threat of the approaching **Sheliak** in 2366. The colonist was very interested in the android's abilities but she also became very emotionally attached to him. She helped Data gain the support of her community, but would have preferred an emotional encounter. (*Starship Log:* 'The Ensigns of Command' [TNG]) ***SEE FILES 43, 69***

Colonist Ard'rian McKenzie understood that her people would have to leave their homes on Tau Cygna V, but found it more difficult to accept that Data could not return the deep emotions she felt for him.

McKinley Park This park on Earth is the setting in which **Miles O'Brien** chose to give **Keiko** a gold bracelet. (*Starship Log:* 'Power Play' [TNG]) ***SEE FILES 43, 69***

McKinley Rocket Base Military facility on Earth's North American continent in 1968. **James Kirk** and **Gary Seven** struggled to control a nuclear weapons platform launched from McKinley. The device was detonated harmlessly in Earth's atmosphere. (*Starship Log:* 'Assignment Earth' [TOS]) ***SEE FILE 68***

M continued

McKinley Station
SEE: ***Earth Station McKinley***

McKinney
Respected **Starfleet** officer who died suddenly in 2364. McKinney's accident, very close to that of **Ryan Sipe**'s and **Onna Karapleedeez's**, seemed to confirm suspicions about a Starfleet infiltration plot. (*Starship Log:* 'Conspiracy' [TNG]) ***SEE FILE 69***

McKnight, Ensign
U.S.S. Enterprise NCC-1701-D officer during the period from 2367 to 2369. She was assigned to the Conn station when the ship encountered the **Paxans**, and during a **Romulan** defection. (*Starship Log:* 'Clues' [TNG]) ***SEE FILE 69***

McLowery, Frank and Tom
Doomed outlaw brothers from Earth's 19th-century Wild West period of history. In 2268, **Spock** was cast as Frank and **Dr. McCoy** as Tom during the **Melkotians**' recreation of the gunfight at the O.K. Corral, in which the brothers died. (*Starship Log:* 'Spectre of the Gun' [TOS]) ***SEE FILES 18, 68***

The Melkotians cast Spock and McCoy as gunfighters Frank and Tom McLowery.

McNary
Homicide cop in the **Dixon Hill** pulp fiction stories; Hill and McNary greatly respected one another. The McNary holographic manifestation learned of his noncorporeal status after a malfunction in 2364. (*Starship Log:* 'The Big Goodbye' [TNG]) ***SEE FILES 56, 69***

Fictional private investigator Dixon Hill often ended up on the wrong side of the law, although he remained on friendly terms with homicide investigator McNary. The holographic cop questioned Jean-Luc Picard about his existence.

McNulty, Jazzy
A character in the ***U.S.S. Voyager***'s holographic scenario of Earth's World War II, commandeered by ruthless **Hirogen** hunters. McNulty was a band leader heard on British radio network broadcasts into occupied France during that conflict. (*Starship Log:* 'The Killing Game' [VOY]) ***SEE FILE 71***

McPherson
This genetically-enhanced human escaped Earth on the ***S.S. Botany Bay*** in 1996 with **Khan Noonien Singh**. After commandeering the ***U.S.S. Enterprise NCC-1701*** in 2267, McPherson controlled a key section of the ship. (*Starship Log:* 'Space Seed' [TOS]) ***SEE FILE 68***

Quark dubbed Miles O'Brien 'the Mechanic' during his racquetball grudge match against Julian 'the Doctor' Bashir in 2370. Julian was by far the better player, much to the chief's annoyance.

McWatt
Starfleet officer and **Benjamin Sisko**'s contemporary. At one time both were assigned to the ***U.S.S. Okinawa***. McWatt was repositioned within **Starfleet** in 2372 to defend Earth against the **Dominion**. (*Starship Log:* 'Paradise Lost' [DS9]) ***SEE FILE 70***

Mea 3
In 2267, this native of **Eminiar VII** was declared a casualty in the war with **Vendikar**. Casualties had to walk into disintegration units until **Captain Kirk** ended this practice, and consequently the war. (*Starship Log:* 'A Taste of Armageddon' [TOS]) ***SEE FILES 18, 68***

Mears, Yeoman
Female crew member aboard the ***Shuttlecraft Galileo*** in 2267 when it crashed on **Taurus II**. Mears was a survivor of the incident, and returned to duty on the ***U.S.S. Enterprise NCC-1701***. (*Starship Log:* 'The Galileo Seven' [TOS]) ***SEE FILE 68***

'Mechanic, the'
Nickname bestowed on **Miles O'Brien** for the racquetball "grudge match of the Galaxy," between he and **Julian 'the Doctor' Bashir**. **Quark** manipulated them into the showdown in 2370. (*Starship Log:* 'Rivals' [DS9]) ***SEE FILES 43, 70***

Medical Consultant Program Beta-1
Technical designation for the holographic **Crell Moset**, the infamous **Cardassian** exobiologist, created by **Harry Kim** as a consultant for ***U.S.S. Voyager***'s **EMH** in 2375. (*Starship Log:* 'Nothing Human' [VOY]) ***SEE FILE 71***

Medical Library Master File
This compressed data file contained the ***U.S.S. Voyager***'s complete medical reference archive, including 'Gray's Anatomy', and **McCoy**'s '**Comparative Alien Physiology**'. **Harry Kim** created the file for the experimental **Emergency Medical Hologram Replacement** in 2374. (*Starship Log:* 'Message in a Bottle' [VOY]) ***SEE FILE 5, 65, 71***

medicine bundle
Item from **Chakotay**'s native culture; it is a sack containing articles of personal and spiritual importance to an individual. Chakotay helped **Neelix** prepare one for a vision quest in 2374, and also instructed **B'Elanna Torres** in its use. The pictographic medicine wheel, a map of the internal and external universe is used as a guide for a lost or ailing soul. (*Starship Log:* 'The Cloud' [VOY]) ***SEE FILES 43, 71***

McKinley Station
McKinney
McKnight, Ensign
McLowery, Frank and Tom
McNary
McNulty, Jazzy
McPherson
McWatt
Mea 3
Mears, Yeoman
'Mechanic, the'
Medical Consultant Program Beta-1
Medical Library Master File
medicine bundle
'Meditations on a Crimson Shadow'
medkits
Medusans
Meezan IV
Mek'ba
mek'leth
Mekong, U.S.S
Mekor
Mekorda sector
Mekro'vak region
melakol
Melakon
Melanie
Melbourne, U.S.S
Meldrar I
Meles II
Melian

Yeoman Mears was one of the crew of the SHUTTLECRAFT GALILEO when it crashlanded on the Class-M planet Taurus II. Indigenous creatures killed two of her colleagues, but Mears survived the experience and returned to her duties on the U.S.S. ENTERPRISE.

Harry Kim used the U.S.S. VOYAGER's Medical Library Master File to create an imperfect duplicate of the ship's EMH.

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'Meditations on a Crimson Shadow'

Garak gave **Bashir** a copy of this famous **Cardassian** novel by **Preloc**. It told the story of a future war between Cardassia and the **Klingons**, and promised to be even more exciting than '**The Never Ending Sacrifice**.' (*Starship Log:* 'The Wire' [DS9]) ***SEE FILES 50, 70***

Literature lover Garak insisted that 'Meditations on a Crimson Shadow' was superior to the fiction that Bashir enjoyed.

medkits

First-aid medical supply containers stored on **Federation** ships for emergencies and medical relief operations. They are often carried by **Starfleet** battlefield medics. Contents vary, but most medkits contain a **medical tricorder**, **hypospray**, **dermal regenerator**, and trauma kit. (*Starship Log:* 'Preemptive Strike' [TNG]; 'Call to Arms' [DS9]; 'Once Upon a Time' [VOY]) ***SEE FILES 65, 69, 70, 71***

The appearance of the Medusan Ambassador Kollos was so hideous that he arrived on the U.S.S. ENTERPRISE in a protective container.

Medusans

These sentient life forms are known for their sublime mental beauty and navigational skills. Looking upon a Medusan without a protective visual filter induces madness. Medusans and humans attempted to work together in 2268. (*Starship Log:* 'Is There in Truth No Beauty?' [TOS]) ***SEE FILES 18, 68***

Meezan IV

Host planet for a burn treatment symposium in 2373. **Julian Bashir** was hijacked by **Dominion** forces during the event. (*Starship Log:* 'In Purgatory's Shadow' [DS9]) ***SEE FILES 43, 70***

Mek'ba

This **Klingon** word describes the segment of a trial during which evidence and proofs are displayed. It is a procedure with many rules and penalties. (*Starship Log:* 'Sins of the Father' [TNG]) ***SEE FILES 11, 69***

mek'leth

Klingon sword with a U-shaped handle and single curved blade that widens at the end. The mek'leth has half the reach of a **bat'leth**, but is **Worf**'s favorite combat weapon. (*Starship Log:* 'Sons of Mogh' [DS9]; ***Star Trek: First Contact***) ***SEE FILES 11, 69, 70, 79***

Mekong, U.S.S.

Danube-class ***Runabout***, registry number ***NCC-7261***, it was stationed at ***Deep Space Nine*** until its destruction during the campaign against the **Founders**' homeworld in 2371. (*Starship Log:* 'Playing God' [DS9]) ***SEE FILES 27, 70***

Mekor

A son of **Gul Dukat**. Dukat was unable to keep his promise to celebrate **Mekor**'s 11th birthday at the **Lakarian City** amusement center. He was estranged from Dukat after the gul brought **Tora Ziyal** home. (*Starship Log:* 'Defiant' [DS9]) ***SEE FILE 50, 70***

Mekorda sector

In 2370 the ***U.S.S. Enterprise NCC-1701-D*** was taken to this zone of space by an emergent life form searching for a source of **vertion particles**. (*Starship Log:* 'Emergence' [TNG]) ***SEE FILES 3, 69***

Mekro'vak region

Locale of **Grilka**'s family home on **Qo'noS**. **Worf** knew courtship protocols for Mekro'vak women demanded suitors bring a **lingta** leg to the first courtship dinner, a tip he shared with **Quark**. (*Starship Log:* 'Looking for par'Mach in All the Wrong Places' [DS9]) ***SEE FILE 11, 48, 70***

melakol

Internal engine pressure measurement on a **Romulan** starship. Containment chamber pressure increasing 15 melakols in two minutes is dangerous; 200 melakols in one minute facilitates an immediate engine core jettison. (*Starship Log:* 'The Next Phase' [TNG]) ***SEE FILES 35, 69***

Melakon

Melakon seized power on **Ekos** after Earth historian **John Gill** fashioned a government modeled after Nazi Germany. Gill's benevolent efficiency became Melakon's genocide machine. He was killed in 2268. (*Starship Log:* 'Patterns of Force' [TOS]) ***SEE FILE 68***

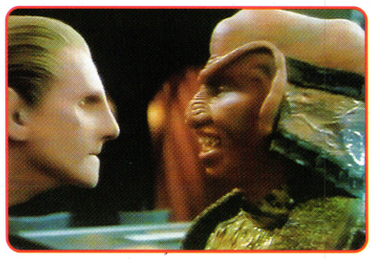
Melanie

In an alternate future timeline, Melanie was a young woman who was a fan of author **Jake Sisko**. She arrived on his doorstep on the day of his death, to hear his life's story. (*Starship Log:* 'The Visitor' [DS9]) ***SEE FILE 70***

In an alternate timeline, aspiring writer Melanie admitted she read Jake Sisko's 'Anslem' twice in one night.

Melbourne, U.S.S.

Excelsior-class starship, registry number ***NCC-62043***. **William Riker** was offered captaincy of the ship in 2366. It was a casualty of the **Borg** engagement at **Wolf 359**. (*Starship Log:* '110001001' [TNG]; 'Infinite Regress' [VOY]) ***SEE FILES 43, 69***



In 2370, Odo threatened Rom with imprisonment on the inferno-like moon of Meldrar I.

Meldrar I

Odo thought **Rom** had attempted to kill **Quark** in 2370 and threatened him with a prison sentence on Meldrar I's moon. The temperature there is 200 degrees Centigrade in the shade. (*Starship Log:* 'Necessary Evil' [DS9]) ***SEE FILE 70***

Meles II

A nice planet to visit, according to **William Riker**. Meles II is in the **Detrian system**. Riker suggested it as a destination for the holographic Professor Moriarty and his lady friend, **Countess Bartholomew**, after they departed the ***U.S.S. Enterprise NCC-1701-D***. (*Starship Log:* 'Ship in a Bottle' [TNG]) ***SEE FILES 56, 69***

Melian

Aldea's foremost musician. In 2364, **Radue** abducted a little girl named **Katie** from the ***U.S.S. Enterprise NCC-1701-D*** and assigned her to Melian's 'Unit' so he could encourage her music abilities. (*Starship Log:* 'When the Bough Breaks' [TNG]) ***SEE FILE 69***